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ON LINE FOUR Fear not adventurer, for the Hyper Technique Line is here! Stuffed to its very sizeable brim with cheats and tips for the all the latest games, it's your chance to get a load of the stuff we'll be printing in the next issue's Technique Zone - more than a month early! So what are you waiting for?

Calls are charged at 36p per minute off peak, and 48p per minute at peak times.If you're under 18 make sure you OK things with whoever pays the 'phone bill before you call. Thank you so much.

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COLOUR REPRODUCTION BY
COLOURTECH,
LONDON, EC2

PRINTED BY
BPCC MAGAZINES
(COLCHESTER) LTD

DISTRIBUTED BY
BBC FRONTLINE,
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SPECIAL THANKS THIS
MONTH TO: KAIZER AT
CAMBRIDGE CONSOLES,
AND JASON BROAD,
TAMWORTH

COVER: TAZ MANIA BY KIND
COURTESY OF WARNER
BROTHERS

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ISSU

DISTANT THUNDER!................12

The full low-down on Technosoft's forthcoming sequel to that classic Megadrive blast, Thunderforce III!

MEGATECH NEWS.....6

All the latest info from the world of Megadrive. Evander Hollfyfield Boxing, Universal Soldier, Smash TV, Grey Lancer and more!

A HORDE OF GOLD........................14

A sneak preview of US Gold's first three British-programmed Megadrive releases, Olympic Gold, World Class Leaderboard and Indiana Jones and the Last Crusade!

MEGAMAIL.............20

Rugby, Cricket and Samsung TVs cause consternation for MegaTech readers this month.

TECHNIQUE ZONE........................58

This month featuring Mickey Mouse, Fantasia, James 'Buster' Douglas Boxing, Arcus Odyssey, Decapattack, Road Rash, Out Run, Dangerous Seed, Lakers vs Celtics, John Madden '92, F-22 Interceptor and Quackshot!

HYPER TECHNIQUE ZONE........................62

Big help on Toejam and Earl, Phantasy Star III PLUS Desert Strike's final campaign torn asunder.

MEGATECH HELPLINE................68

Problems with Spiderman that would flummox even his Amazing Friends, but not MegaTech's gang of True Believers. THWIP!

HYPER PLAYERS.....71

Beat dis, sucka!

GAME INDEX..........74

Newly updated with ratings for every Megadrive game you could ever consider buying.

CONTENTS

E SIX JUNE 1992

GAMES REVIEWED

TAZ MANIA..24
Speak of the Devil. It's Sega's latest cartoon platform game. Cor! Wow!

CORPORATION......................................28
Virgin take us on a trip into the heavily-guarded vaults of UCC, wearing an armoured suit and carrying a big gun. Mmm lovely.

JORDAN VS BIRD...............................31
Electronic Arts present Michael and Larry's Basketball Show. What's that smell?

AYRTON SENNA'S SUPER MONACO GP II..................34
HYPER! We were hoping for the best Megadrive racing game yet... and we weren't disappointed!

DAVE ROBINSON'S SUPREME COURT BASKETBALL.......................................38
More basketball action in Sega's game endorsed by another tall American.

SUPER OFF-ROAD.............................42
Ballistic's topper conversion of the old Leland coin-op. Good stuff, and cheap too!

THE TERMINATOR..........................46
Virgin's licence of the classic Cameron flick... What's wrong with this picture?

ROAD BLASTERS..............................49
MegaTech goes on the road in the Tengen conversion of the arcade oldie.

TROUBLE SHOOTER..........................52
Unusual import action with laughing robots and luvly ladies. Hummmmm.

EUROPEAN CLUB SOCCER..................54
Have Virgin come up with the football game the Megadrive has been waiting for?

TAZ MANIA p.24

DAMAGE ENERGY
EQUIPMENT POWER
36886
DEMENTIA
Virgin GAMES

ORPORATION p.28

AYRTON SENNA'S
Super
Monaco GP
II
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SUPER MONACO GP II p.34

TERMINATOR p.46

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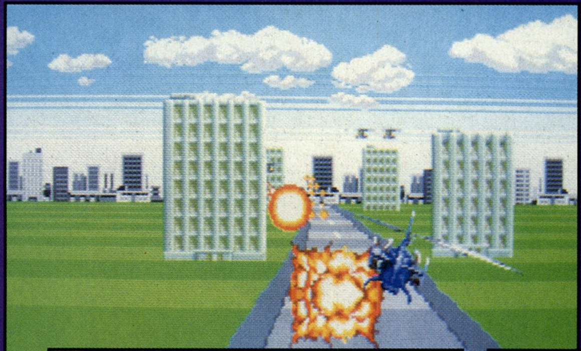
! NEWS

SEGA BRING GAMES DOWN TO 20 QUID!



We're forever getting letters complaining about the price of cartridges, so you'll all be glad to hear that, at last, Sega have gone some way to easing the burden on our pockets with a range of low-cost games. All the titles are re-releases, but they'll retail at just £19.99. Among the first batch will be Super Hang-On (89% rated), Alex Kidd in the Enchanted Castle (68% rated), Space Harrier 2 (76% rated), Last Battle (32% rated), Super Thunderblade (69% rated) and World Cup Italia '90 (64% rated). So it's a real mixed bag.

At the other end of the scale some of Sega's releases later this year will retail at £59.99. These include Shining Force, which will be 12M-bit, Warriors Of The Eternal Flame, which is a 8M-bit RPG with a battery save feature and another RPG Kye's Quest, which is also 8M-bit with a battery.

OOYUG 16:23 FRG01
PAUSE

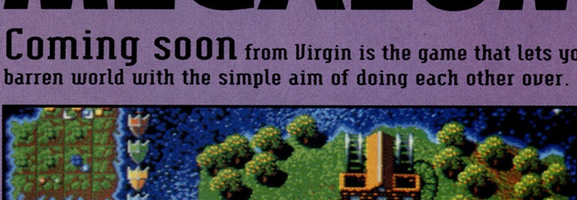
Italia '90

Space Harrier 2

Super Hang-on

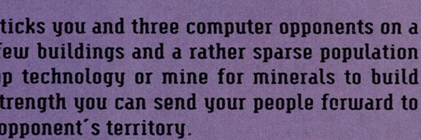
MEGADRIVE MEGALOMANIA!

Coming soon from Virgin is the game that lets you nuke your neighbours. Megalomania sticks you and three computer opponents on a barren world with the simple aim of doing each other over. Each character's area starts off with a few buildings and a rather sparse population who can be ordered to breed, develop technology or mine for minerals to build weapons. When you have sufficient strength you can send your people forward to conquer empty lands and invade your opponent's territory.



These shots were taken from the Amiga version...

There are ten worlds to conquer, and as the game progresses your technology advances and your people go from wielding sticks and stones to jet planes and nuclear weapons, which entirely destroy any opposing city. Defensive equipment can also be developed, ranging from boiling oil over the battlements to computer operated SDI platforms. Multiple-death fun and frolics coming your way in early '93.

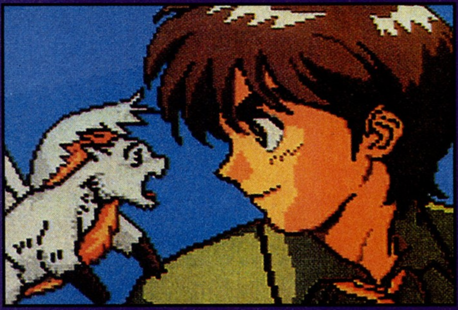


...the Megadrive on shouldn't differ much.

THE WORD ON THE STREET

After staring long and hard into our mystic Guinness glasses, keeping our ears to the ground, and making a few strategic phone calls with disguised voices (Mark's Lithuanian Elvis impersonation can get him in anywhere), we can bring you the stories that aren't quite ready to be broken.

LUNAR HAS A BIG 'UN

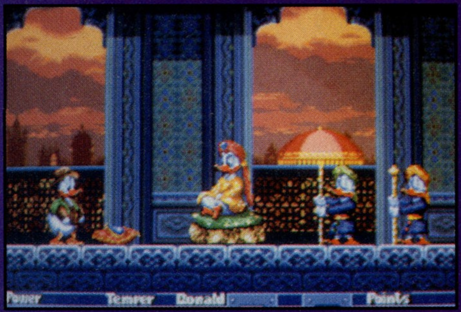


We all know how Mega-CD game developers are 'making the most of the machine's capabilities' by bolting big intros onto their titles, but they've got a long way to go to top Lunar The Silver Star. The word on the streets in Tokyo is that it boasts a ridiculously long 30 minute cartoon intro sequence, which makes it slightly longer than an episode ofThundercats! Let's hope you can press a button and skip past it...

PIT-FIGHTER ON CD

Other CD news includes the possibility of Pit-Fighter on compact disc. Does this mean that it will have sprite scaling? We bate our breath and wait...

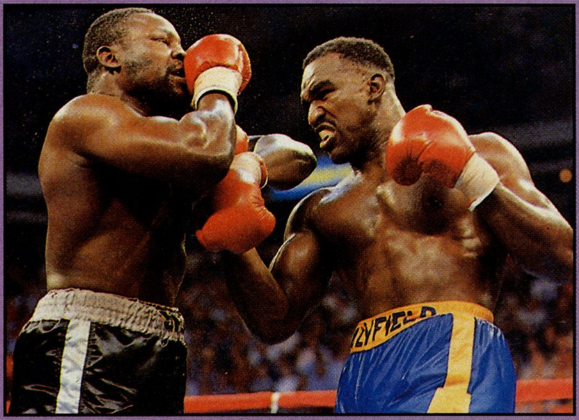
MICKEY THE SONIC DUCK



Yet more completely unconfirmed-by-Sega CD gossip has reached our ever-alert ears from Japan. This time it concerns a compilation featuring Mickey Mouse, Donald Duck and Sonic The Hedgehog on one disc. Will it be a clash of the egos or a modern-day Animal Farm? More news if it happens...

continued opposite....

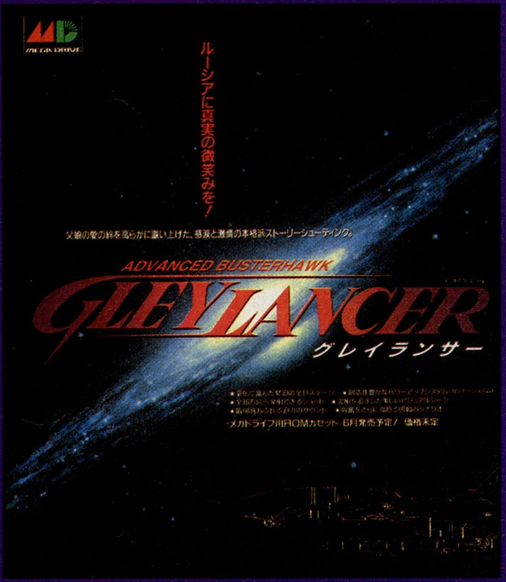
OUT FOR THE COUNT



Following in the fists of James 'Buster' Douglas comes Evander Holyfield's Boxing from Sega. Naturally the aim of the game, just as in real life, is to pummel your opponents unconscious as you work your way towards the world title.

In the game you play Evander, sorry, Mr Holyfield, or one of the preset boxes or even design your own. The boxer design kit is very comprehensive, allowing you to alter his head, body, limbs, trunks and colour, as well choosing what areas you want them to be good in, such as strength or stamina.

ADVANCED BUSTERHAWK!



MEGA DRIVE

ルーシアに真実の微笑みを！

父娘の愛の絆を高らかに謳い上げた、感涙と激情の本格派ストーリーシューティング。

ADVANCED BUSTERHAWK

GLEYLANCER

グレイランサー

メガドライブ用ROMカセット 6月発売予定/ 価格未定

Cor! That's the exciting subtitle of Grey Lancer (or 'Gley Lancer' as the Japanese ad has it), a new shoot 'em up coming soon from Masiya, who, you'll remember, also knocked-up that topper little blast, Gynoug. It'll be available on import first, so watch out for the full review soon!

BALLISTIC SOLDIER ON

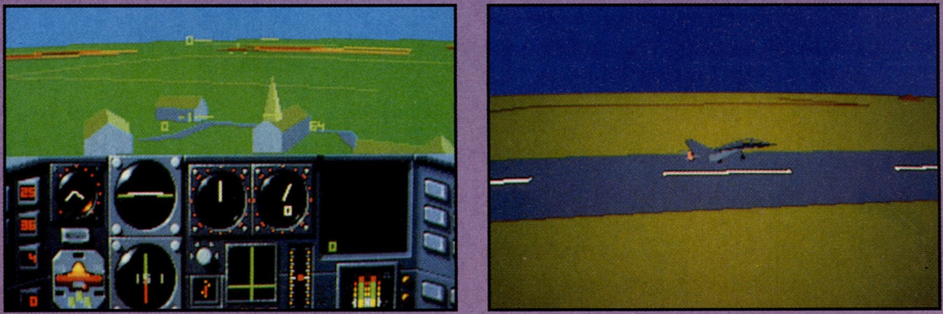
Any fans of Ballistic's Turrican will be pleased to know the sequel will be out this summer, except it won't be called Turrican II, because Ballistic have cleverly turned the game into a licence of the forthcoming Dolph Lundgren/Jean-Claude Van Damme movie, Universal Soldier. Said beefy stars play synthetic soldiers of the future and the movie itself is expected to be The 1992 Festival of Big Guns, so that's all right. This plot is perfectly suited to conversion into a video game, though from what we've seen, it still looks a bit like Turrican. More news, as and when.

● ● ● ● ● ● ● ● ● ● ●

HOLY TUNA CHUNKS!

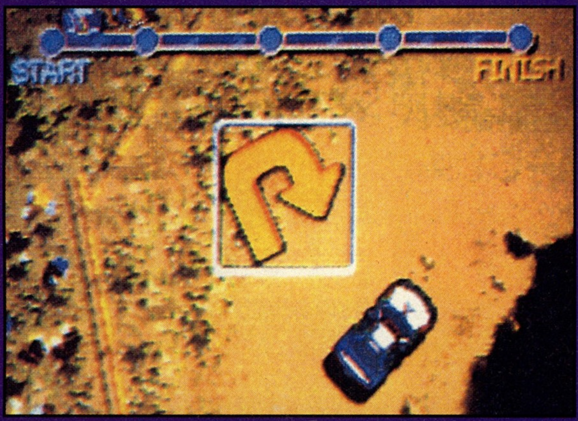
Following on from the success of Robocod, James Pond will be returning twice this year. His first outing will be this summer as a celebrity guest in a comedy sports game AcroBassics (or it might be called Aquabatics, whatever, it didn't make us laugh). Following that will be the proper James Pond three, Splash Gordon. More news as it happens.

DOMARK JOINS JET SET



THESE SHOTS WERE TAKEN FROM THE AMIGA VERSION, WE EXPECT THE MEGADRIVE ON TO BE VASTLY DIFFERENT.

CD ACTION



If we can get our mitts on the disc you might catch some more info on World Rally next issue, so be there.

All those pundits who were ready to write off the Mega-CD as a bit of a white elephant may soon be eating their words because a load of top-name arcade games will soon be appearing on disc. Rad Racer, which was featured in last month's news section, will be coming out on CD, as well as cartridge and it also looks like Afterburner 3 will be making a similar disc appearance in the not-too-distant future.

Closer to hand we should have Musha Aleste (an upgraded version of the fancy shoot 'em up released on cartridge a while) and World Rally (pictured), a rather attractive road racer which looks not unlike Thrash Rally on the Neo Geo. Cripes, can it be true? A Mega-CD game giving the Neo Geo a run for its money? We'll just have to wait and see.

EA PUCKER UP

Electronic Arts are heading down the sequel trail with the follow-up to their smash hit Hockey game. We'd like to tell you more, but EA are being very cagey at the moment, but we reckon if we ply them with enough lagers and the promise of a night on the town with Grit McNettle our cleaning lady, they'll part with some info in time for the next issue.

● ● ● ● ● ● ● ● ● ● ● ●

SEGA KICK OFF IN EUROPE

Sega have been at it again with the company cheque book, now they're sponsoring ITV's coverage of the European cup. This means that as well as loads of blokes called Brian appearing on your screen, and Jim Rosenthal trying to interview some Latvian player who can't speak English, Sega ads will abound along with competitions and promotional gimmicks tied into the championships.

This deal also incorporates the two Saint 'n' Greavsie specials, who, with Clive their destructible referee, now have Sega credits at the start and finish of the programme as well as break bumpers (those are the little bits before the ads, fact fans).

SCRUMMY!

Also coming from Domark is Rugby World Cup, which is another conversion from the Amiga. It was originally released to coincide with the rugby world cup, so the name's probably going to be changed for the Megadrive as the next world cup is three years away.

It has all the main rugby rules such as offsides, line-outs and drop kicks. Scrums are decided by who can push left and right on their joypad the fastest, which is a lot safer than than mixing it up in real thing. All that's missing are the humorous songs and shower games. However, no release date has been set, but we reckon it'll be out by Christmas.

As well as fronting Tengen's UK releases, Domark are also producing a few of their own. Their first title will be a Megadrive conversion of their hit flight-sim MiG 29 Fulcrum. In the game you play an ace Russian pilot assigned to an international peacekeeping force out to thwart the south American drug cartels. At your disposal is the MiG 29 Fulcrum, Russia's most advanced fighter plane, and a battery of weapons to launch at your enemies. There are a variety of missions which range from taking out airfields to low-level attacks on truck convoys, all of which are displayed in 3D vector graphics, F22 Interceptor style. That'll be out early next year.

Before that though, will be Bond-007, the game of the secret agent, which is a sort of pastiche of Domark's computer Bond games. In it Jimbo has to out-drive enemy agents, outshoot them and do what's necessary to save the planet in the name of Queen and country. The Bond games were well received in their original 16-bit computer format, so we watch with interest to see what the Megadrive versions will be like.

FANTASTIC FANTASY FIGHTING STUFF

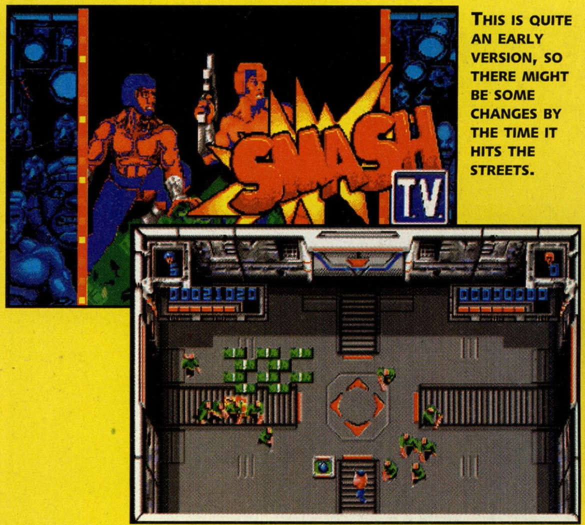
While poring over our monthly intake of Japanese mags, we spy a preview of a new Megadrive beat 'em up from Kaneko. Alas, the title of the game is a mystery, but those big sprites look simply scrummy, and what's that? Could it be a two player option? Mmm... better and better!

RETURN OF STREET FIGHTER 2 (AGAIN)

Here's the latest instalment of the Is-It-Or-Isn't-It? Streetfighter 2 saga. Turning our turbo deaf-aids up to 11, we've picked up the faintest whisper of a rumour which is apparently echoing around Nipponese back-streets, to the effect that Streetfighter 2 might yet appear on Mega-CD. It is only a rumour (which seems highly unlikely to us) and we have no more information. DON'T PHONE US about it as we know NO MORE, and even if we find something else out we won't tell anyone until the story's been printed in the mag.

Doesn't really matter to us anyway because we've got a Street Fighter II coin-op in the office... and it's on FREE PLAY! PPPTH!

SMASH 'N GRAB



This is quite an early version, so there might be some changes by the time it hits the streets.

Acclaim's conversion of Smash TV must be one of the most eagerly awaited Megadrive titles in ages, and it's almost here. Well, it's not exactly almost here, because it's not due for release until November, but it's here in the sense that we've seen an almost finished version of the game with our own eyes. So that's good enough for us.

Anyone worried about the control system (which took the form of two joysticks on the coin-op) need fear no more. It works by the D-pad controlling the character's movements, the A button firing in the direction he's facing, the B-button firing in the opposite direction, and C locking the gun in one position as long as it's held. So now you know. Anyway, the play-testing is yet to be finished, so we can't really comment on the quality of the gameplay, but we will say it has potential.

ACCESSORIES

OUT-STANDING!

The problem with the Megadrive is where to put it. Video cabinets are too big, the floor isn't safe and there's always loads of leads hanging around. KMA Engineering think they've come up with a solution though, the Megastand. It's a 40cm high black wood and steel construct, which is designed to keep your Megadrive out of the way, while looking like a normal piece of furniture. The Megadrive sits on top, below that is a shelf to put the joypads on with hooks to wrap the cables around, and below that is an area to store cartridges. Doesn't it look lovely?

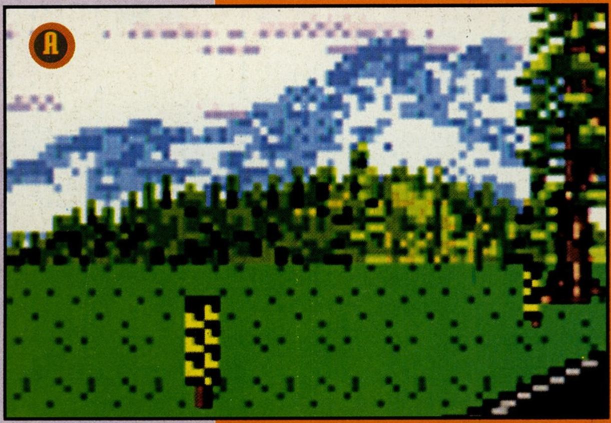
The Megastand retails at £59.99 and is available from KMA Engineering on (0684) 296610.

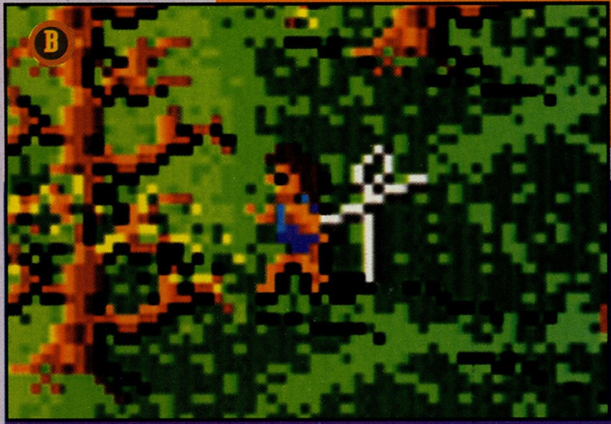
HARD CASES (AND SOFT ONES)

Get carried away with your Megadrive.

If you're the travelling kind, and can't bear to leave your Megadrive behind, Nuby are at hand with their System Carry Case. Inside there's room for two joypads, TV lead, six games, the PSU, a Master System Converter and, of course, the Megadrive. It's made of tough moulded plastic and has the size and look, of a Samsonite briefcase, although we wouldn't rate its chances if a truck drove over it. It's available from most good shops priced at £49.99.

Nuby are also knocking out cartridge caddies (on the left of our pic) which keep up to eight games in an upright position for £5.99, and soft carrying cases (on the right) for those occasions when you want to carry your seven hottest games round to your mate's house. Only £7.99 for that dainty little accessory.





EA SPOT THE SHOT X2

Uh-oh! Lack of space last month meant we couldn't run our Electronic Arts Spot The Shot compo, so to make up for it this month we're running two! As The Count would say, that's two, two chances, ah ah ah! (sorry–too much Sesame Street) for two sets of ten readers to win your choice of Electronic Arts Megadrive game.

All you 'got to do' is identify the Megadrive games in these snippety pics (cleverly labelled 'A' and 'B') and send their names in on a postcard, with your name, address and choice of game should you win, to June's Double Spot The Shot Action, MegaTech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU by July 1st. You can send in both names on one card if you like (and hence give yourself two chances to win), but be sure to identify which letter is which game.

COMPETITION RESULTS

The competition results were another casualty of our lack of space last month, so here they are.

THE GREAT SEGA GIVEAWAY

The hidden name was BLAZE, who of course appears in Streets of Rage. Sega will be sending Simon Bird of Aberdare all the Megadrive games they release over the remaining months of 1992.

EA SPOT THE SHOT

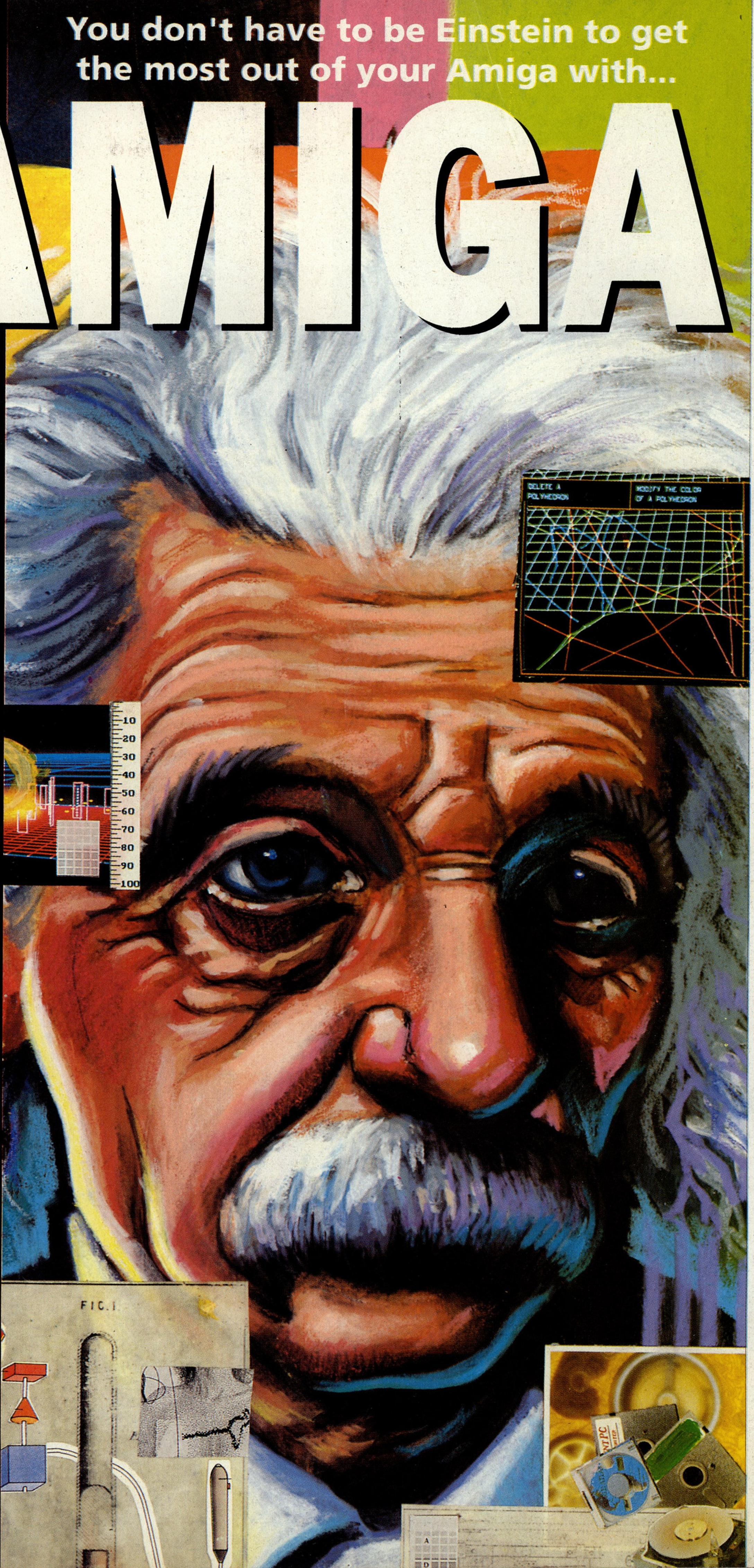
Just about every entrant had worked out that April's shot was from John Madden '92. The lucky ten who will be getting their choice of EA game are: J Rhodes, Oldham; Tim Conybeer, Newton Abbot; Oliver Jones, Aylesbury; Matthew Eva, Redrut; Justin Wilkes, Telford; Stuart Hawker, Bristol; Jonathan Bryan, Ripley; Stewart Challis, Cambridge; Neil Schofield, Boston; Rhys Jones, Cardiff.

HYPERLINES

Sorry to keep you all waiting for these.
SCART Mega-CDs are going to Christopher Blackley of Oldham (March) and Joe Fitzpatrick of Norwich (April).
March's Philips monitor goes to Barry White (not THE Barry White?!?) of Chester and Martin Delaney from Southampton gets April's.
Two hundred quids' worth of games go to Mel Patterson of London, E15 and Tony Welch of Carlisle.

You don't have to be Einstein to get the most out of your Amiga with...

CU AMIGA


DELETE A POLYHEDRON
MODIFY THE COLOR OF A POLYHEDRON
10
20
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100
FIG. 1

CU Amiga offers you easy access to all the possibilities that your Amiga holds. Packed with a breadth of coverage beyond games, CU Amiga delivers -

- **The ultimate peripheral coverage .** Extensive, clear guidelines on what's available, how you can use it and what's best to buy
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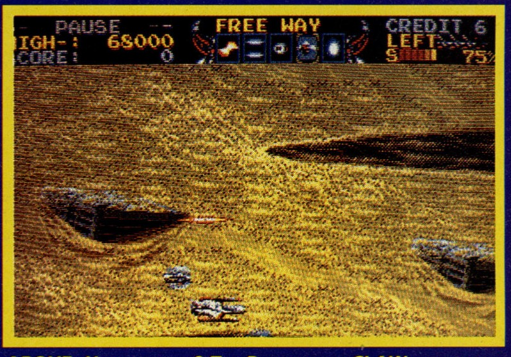
Beyond games with...

CU AMIGA

FIRST, there was Thunder Force II... Then there was Thunder Force III... And now, in accordance with the laws of mathematics and Roman numerals, Tecno Soft bring you Thunder Force IV! How can they possibly top their last great Megadrive shoot 'em up, released two years ago? Will it have more weapons? More stages? Bigger bosses? More levels of parallax scrolling? Look, stop asking questions and read this preview, all right?

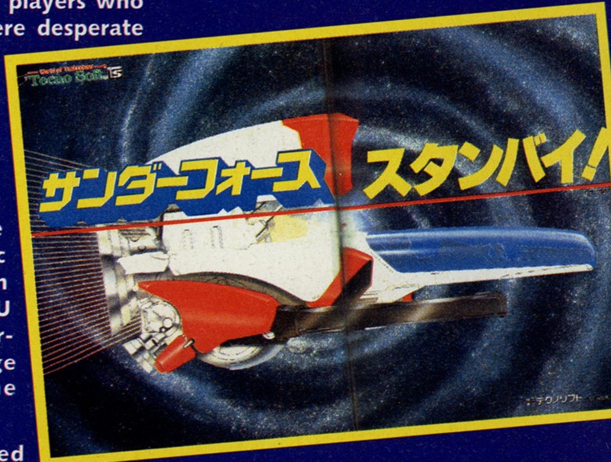
distant THU

PUBLISHER: TECNO SOFT
PRICE: TBA
FORMAT: 8 M-BIT ROM
DEVELOPERS: TECNO SOFT, NAGASAKI, JAPAN
OFFICIAL RELEASE: TBA



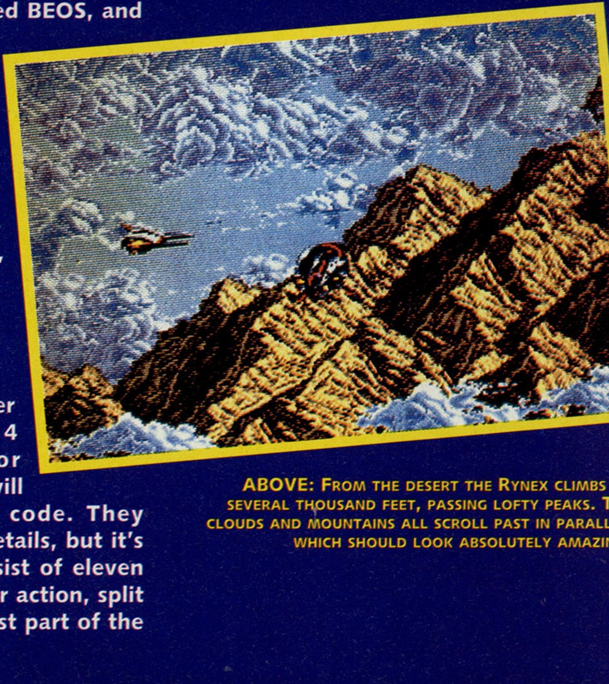
ABOVE: HMM, NICE EH? THE RYNEX, WITH CLAWs AKIMBO, POWERS THROUGH A SANDSTORM ON A DISTANT DESERT. NOTE THE NEW CONTROL PANEL AT THE TOP SHOWING THE WEAPONS CURRENTLY AVAILABLE AND THE RYNEX'S THRUST POWER (SET AT 75%) WHICH AFFECTS ITS MANOEUVRING SPEED.

After the release of Thunder Force III, Tecno Soft's offices in Sasebo City, Nagasaki were flooded with letters from players who had finished the game and were desperate for the next Thunder Force game. So what could they do but comply?


Tecno Soft
サンダーフォース
スタンバイ!

Thunder Force IV is set two years after the almighty battle which took place in Thunder Force III. Although most of the fiendish Ohn Empire's strategic installations were destroyed in that battle along with the KAU S main computer system, intergalactic war continues to rage between the Empire and the Milky Way Federation.

The Federation has discovered that the Empire has salvaged one of the KAU S subsystems, named BEOS, and has set it up on a distant planet called Aquaria so that they can use it to begin a new assault on humankind. Attempts to destroy BEOS have failed, and now it's up to you to to take on BEOS' mighty defences in a new, better-equipped Thunder Force craft, the Rynex.



ABOVE: FROM THE DESERT THE RYNEX CLIMBS TO SEVERAL THOUSAND FEET, PASSING LOFTY PEAKS. THE CLOUDS AND MOUNTAINS ALL SCROLL PAST IN PARALLAX WHICH SHOULD LOOK ABSOLUTELY AMAZING!

MORE LEVELS!

The first two Megadrive Thunder Force games were packed onto 4 megabit cartridges, but for Thunder Force IV, Tecno Soft will be producing 8 megabits of code. They aren't giving away too many details, but it's known that the game will consist of eleven levels of sideways-scrolling laser action, split into two distinct stages. The first part of the

NDER!

game takes place over levels one to four (these are selectable as starting positions), then stage five links up to the remaining six levels, set on planet Aquaria.

The stages won't just be straightforward sideways-scrolling affairs, like those in Thunder Force III. In Thunder Force IV the levels will actually be taller than the screen, so that when the Rynex hits the top or bottom of the screen, it scrolls up or down to reveal even more detail (and probably even more danger)!

MORE WEAPONS!

One of the best features of all the Thunder Force games is the excellent range of weapons which can be collected, and Thunder Force IV will be no exception. Tecno Soft are keeping the traditional starting weapons (the forward firing twin shot and the rear fire) as well as add-ons such as the whirling Claws, but they hope to add to the range of collectables, most of which will be upgrades of the ones seen in Thunder Force III.

THUNDER FORCE IV GOES TO THE ARCADES

Eagle-eyed arcade goers may have spotted Sega's Thunder Force AC, an arcade amalgamation of Thunder Forces II and III which appeared last year.

Tecno Soft say that they hope to do the same with Thunder Force IV, but this time they've borne in mind the possibility of a coin-op conversion and the whole game has been designed so that it looks more at home next to the likes of Future Cop and other current arcade shooters (which the first one didn't).

WHAT NEXT? THUNDER FORCE ON CD?

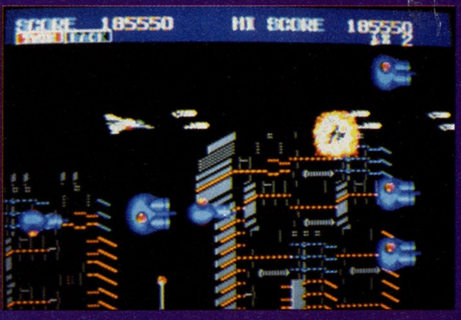
Work hasn't yet begun on Thunder Force V, although Tecno Soft say there will be such a game, and it may well appear on Mega-CD! The programmers find the capabilities of the hardware very attractive as it would allow them to fit in some of the more outrageous features which they couldn't squeeze into eight megabits for number four. Watch out for more news when we get it!

THUNDER FORCE THROUGH THE AGES

THUNDER FORCE

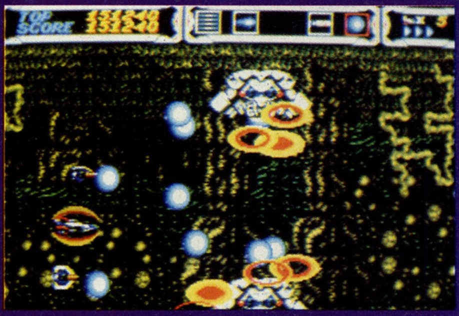
The first game in the series was available only home computers (such as the MSX 2 series) in Japan. It was a top-down shoot 'em up, much like the viewed-from-above sections in Thunder Force III.

THUNDER FORCE II



The first Megadrive entry in the Thunder Force series was also the first really good Megadrive shoot 'em up. Mix horizontally-scrolling levels with top-view blasting action and add a soupçon of powerful extra weapons for a fine dish of devastation.

THUNDER FORCE III



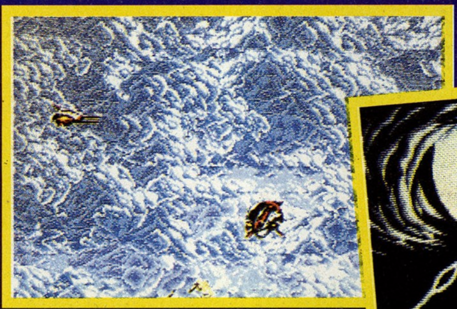
Another classic Megadrive shoot 'em up, employing amazing graphics, huge articulated boss monsters and guns galore to provide the explosive entertainment. No self-respecting Megadrive owner should be without this.

THUNDER FORCE AC

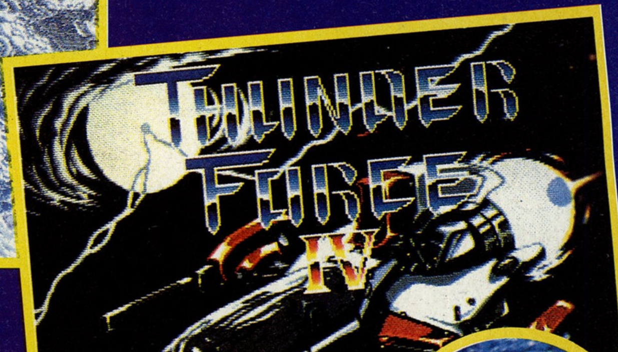
Tecno Soft put this Thunder Force coin-op together from reprogrammed bits of Megadrive Thunder Forces II and III, with a few extra levels bolted on. It was released under the auspices of Sega and didn't do particularly well, mainly because there's so much competition in the coin-op shoot 'em up stakes.

THUNDER SPIRITS

Toshiba EMI released this Super Famicom game based on Thunder Force AC, though for some reason it didn't play very well, and certainly wasn't as good as Megadrive Thunder Force III.



ABOVE: PASSING AN AMAZING CLOUDSCAPE AS THE RYNEX HEADS INTO SPACE.

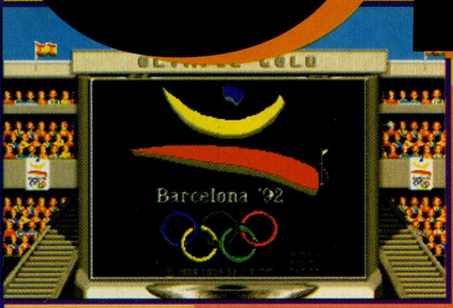


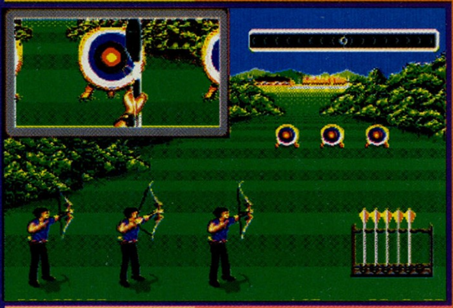
OFFICIAL RELEASE...

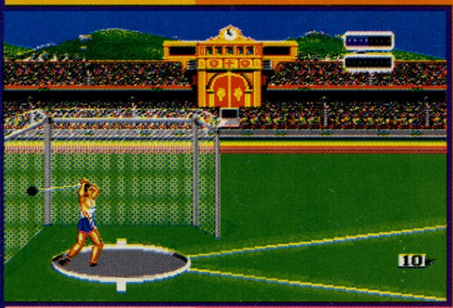
As you read this, Tecno Soft's programmers are near enough halfway through the construction of Thunder Force IV, so release dates and prices (Japanese and official) are still undecided). Expect to see the finished thing by the end of this year, though.

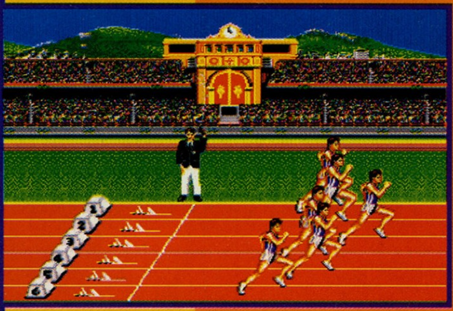
a horde of GOLD

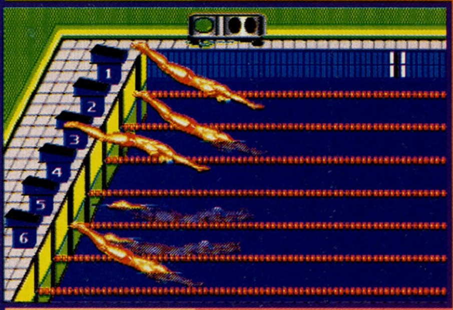
From their base in darkest Birmingham, US Gold are preparing to unleash their first British-programmed Megadrive titles. Armed with a set of pre-production ROM chips, an unreliable circuit board and some ROM-pulling tweezers, we paid our money, locked ourselves away and got messy with their first three titles.


The Barcelona olympics logo - minus Kobi.


Archery requires timing over speed.


Hammer throwing calls for rapid button presses.


They're off! False starts are possible though.


A quick dive is essential in the swimming.

OLYMPIC GOLD

PUBLISHER: US GOLD
PRICE: £39.99
FORMAT: 4 M-BIT ROM
DEVELOPERS: TIERTEX, MANCHESTER
OFFICIAL RELEASE: JUNE

With the 1992 Barcelona Olympics set to be the most watched television event of all time, it's no surprise that the licence for it was snapped up as soon as it was made available. US Gold were the company with the cheque book, and as well as flying the Olympic flag, they've also signed a deal with Coca-Cola which entitles them feature the Coke logo and theme tune from the advert in the game. In return they get it promoted alongside Coke. This will also be the first import-proof Megadrive game–not because of any special hardware–this is going to be the first simultaneous world wide released cartridge.

The Barcelona Olympics will contain almost 250 events, obviously not all of them can be featured in the game, so the programmers have gone for a smattering of the most popular. From the track and field department are the 100m sprint, hammer throwing, pole vault and the 110m hurdles. There's also a visit to the pool for 3m springboard diving and 200m freestyle swimming. Finally there's archery, where budding Robin Hoods can try to split arrows while humming Brian Adams songs.

The two running events, the hammer throwing and the swimming use the tried and tested slap-the-buttons-bloody fast technique to get your athlete in motion. Of course, experience has taught us that the Megadrive's joypad isn't particularly well-suited to this control method, but USG's playtesters have worked out fool-proof slapping techniques which will be detailed in the game's instructions.

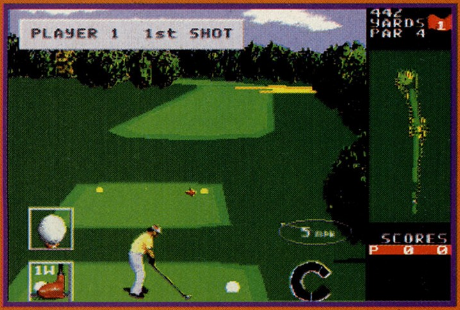
The other events are a little more refined. For the diving you first have to select what type of dive you want to perform, the more complicated it is the higher it scores, then execute it with a series of timed button presses. The pole vault takes a similar degree of timing, requiring precise button pushes to plant the pole, jump, let go of the pole, then manoeuvre over the bar.

To make things a littler easier there's a training mode which lets you practice any event, while showing you a picture of a joypad with various arrows lighting up when it's time to press in that direction.

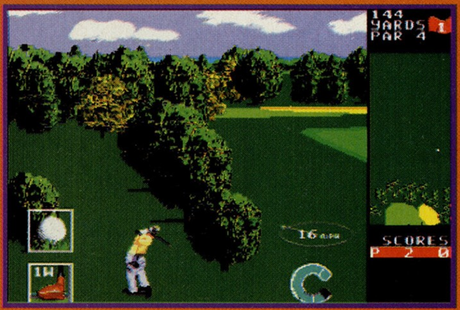
There are still some gameplay adjustments to made, plus the usual bug-hunting. Look out a full review in the next ish of MegaTech.

WORLD CLASS LEADERBOARD

PUBLISHER: US GOLD
PRICE: £39.99
FORMAT: 4 M-BIT ROM
DEVELOPERS: TIERTEX, MANCHESTER
OFFICIAL RELEASE: NOVEMBER '92



THE TEE-SHOT IS THE MOST IMPORTANT...

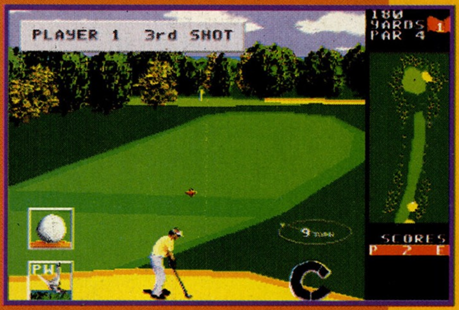


...MESS IT UP AND YOU'RE IN TROUBLE.

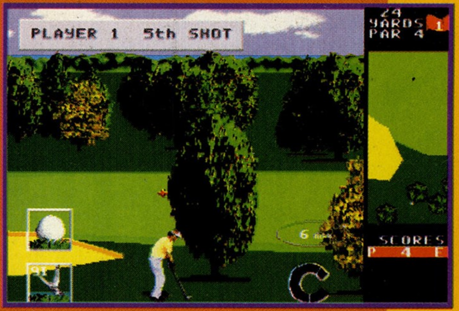
With the Megadrive already boasting several respectable golf games, US Gold are readying their contender for the top spot with a conversion of their hit Master System title World Class Leaderboard.

The game has had the contours of three championship courses programmed in, namely St Andrews, Doral Country Club and Cypress Creek, plus one extra-tough, fictitious course, The Gauntlet. As well as choosing your course, you can pick one of eight different golf-variations to play on them. Shoot the standard 18-hole game, or compete against the computer; play for points or for cash in a 'skins' game or play one of several team games where you and a partner take on the Megadrive.

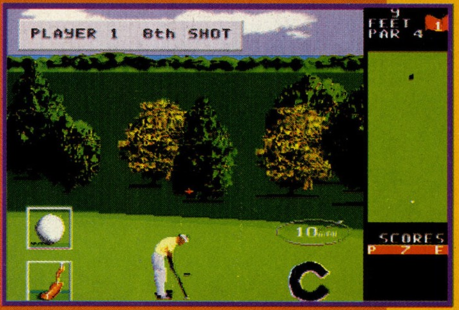
The basic gameplay will be familiar to anyone who has played any of the other computer or console versions of the Leaderboard games, or indeed, any other Megadrive golf game. Before taking a shot, choose the appropriate club then line up the shot by manoeuvring a target towards the flag. Next you have to determine the power and spin of the shot by using the semi-circular gauge which is situated next to the golfer. Wind also has to be taken into account and compensated for, and there's little arrow which shows the direction it's blowing in as well as the speed.



USE A SAND WEDGE TO GET OUT OF BUNKERS.



THE BALL HAS TO BE CHIPPED OVER THIS TREE.

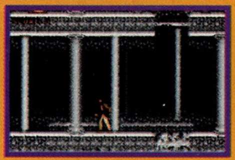


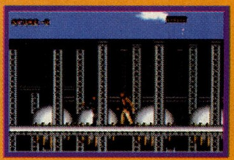
AT LAST, THE GREEN!

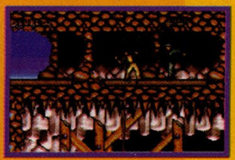
Leaderboard was pretty much complete when we saw it, but there's still a lot of tweaking going on at Tiertex, hence the distant release date.

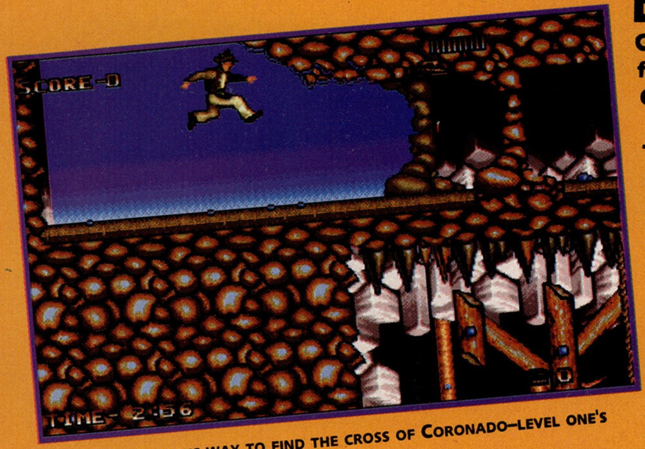
INDIANA JONES AND THE LAST CRUSADE

PUBLISHER: US GOLD
PRICE: £39.99
FORMAT: 8 M-BIT ROM
DEVELOPERS: TIERTEX, MANCHESTER
OFFICIAL RELEASE: SEPTEMBER '92









INDY SKIPING ON HIS WAY TO FIND THE CROSS OF CORONADO—LEVEL ONE'S OBJECTIVE.

Due this autumn is USG's conversion of Indiana Jones and The Last Crusade, although the film has long since passed on into the annals of film books and will no doubt soon be showing on BBC 1 every Christmas.

This time the archeologist-cum-adventurer is on a quest to find The Holy Grail, although he's not the only one looking for it. Hitler wants to possess the Grail's powers of bestowing eternal life and he's sent his fan club of Nazi's out to get it.

So, what we have is a multi-level scrolling platform game, where Indy can punch or whip his opponents to death while swinging around on ropes and leaping over chasms. Level one finds Indy as a kid exploring an abandoned mine and having to deal with an unscrupulous band of treasure hunters. From there he has to search for clues as to the grail's whereabouts in a Venetian sewer, escape from Nazi-owned Castle Brunwald, then avoid Nazi troops on board a Zeppelin. The game winds up with Indy in the Grail Temple having to avoid a series of devious traps before he recovers his prize.

Basically, if you've ever played the Amiga version, you'll find the Megadrive version very similar (except without the disk loading, o' course). Watch out for a review in the near future.

US Gold will be back... with Outrun Europa, Strider 2 and, of course, Super Kick Off. More news soon.

NEWS

WIN A SEGA ACTION CHAIR!

Playing Megadrive games can be a strenuous business, so why not sit down and take the weight off with the Sega Action Chair? Don't think the Action Chair is just a foam-padded comfy seat for couch potatoes after a bit of a slouch, though.

Plug it in to the control port of your Megadrive, grab the solid steel handles and you can control the action in your fave games simply by leaning forward and back and turning left and right in the seat! And while you're swinging around you can unleash a storm of bullets with the fire buttons mounted in the handles.

Ordinarily, this luxury peripheral would set you back £99.99, but we're giving away three in an exclusive competition! All you have to do is come up with an outrageously strange idea for a new hardware add-on for the Megadrive. You can either draw it or describe it in detail, but, as usual with these competitions, it's the idea that's important, rather than artistic or literary talent. As an added extra prize, we'll get top art man, Jeff Zie, to produce a computerised drawing of the very best entry to print in MegaTech, and we will send a framed print of that page to its creator!

Send your entry to THE OUTRAGEOUS SEGA ADD-ON COMPETITION, MEGATECH, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Get your entry in by 1st July so we can print the winners in the August issue of MegaTech.

GAMEZ MEANZ HEINZ

1000 SEGA Master System II
CONSOLES TO BE WON
FREE PRIZE DRAW!
HEINZ
Spaghetti
in tomato sauce

Want a FREE Sega Master System II to go with your Megadrive? Well, watch out for these special cans of Heinz Spaghetti, Spaghetti Hoops and Noodles Doodles, because Sega and Heinz are giving away 100 Master Systems a week in a competition running between September 25th and November 27th this year! That's a total of 1,000 consoles!

CURLEY WINS AGAIN!

Forget raves—think games! As revealed in last month's Sega pages, Saturday April 4th saw London's hippest nightspot, the Ministry of Sound, packed with kids and filled with the sounds of frantic games-playing as the club played host to the happening event of the year, the annual Sega UK Challenge.

Nine of the UK's top Sega players came together to battle it out on such Sega classics as Sonic the Hedgehog, Golden Axe II, Hellfire and Road Rash, presided over by the inimitable Steve Johnson, star of Motormouth. The hero of the day was 16 year old Danny Curly from Manchester, who skillfully clinched the title of UK Sega Champion for the second year running!

Spotted trying out Sonic the Hedgehog on Megadrive were the gorgeous Fresh brothers Steve and Roger. Todd Carty (Mark from East Enders) just couldn't resist consulting champion Danny for gaming tips, whilst Dominik Diamond, the cult presenter of Games Master gave out prizes to the lucky finalists: exclusive Sega baseball jackets and, for Danny, a Game Gear with a snazzy TV Tuner and a game each month for a year.

SEGA CONSULT THE KIDS

Sega's advisory board of teenagers met for the first time in March at Sega's London HQ, travelling from their schools in County Durham, Essex, Jersey, Norfolk, Staffordshire and Manchester, to give Sega's top brass their ideas for marketing the Megadrive.

Amongst the opinions voiced were:

Customising a single-decker bus and fitting it out with Sega games and facilities to take wheelchairs on board so that disabled gamers could participate in the Sega Challenge Roadshow.

Using Vic Reeves and Bob Mortimer in Sega's ad campaigns (Vic is already known to play a mean game of Sonic)

Holding a Sega Tea Party at Great Ormond Street Hospital

Providing a Sega franking stamp for the Post Office to use to frank all letters and parcels

Creating a special Sega-sponsored football trophy/league

Holding a major celebrity Sega play-off to raise funds for charity

Creating a new ad campaign with the strapline: Sega—so much fun you'll explode!—and having a wildly excited kid playing Sega games so frantically that he blows up!

SEGA
SONIC THE HEDGEHOG
SEGA

ABOVE: Sega's team of youthful advisers sample the taste of Perrier around the big table at Sega Central.

RIGHT: Watch out for the Sega buses appearing at a venue near you.

SEGA ROCKIN' THE CAPITAL

Those funky funsters at Sega are going to be bringing music to London's masses this spring by sponsoring Capital Radio's Hot Rockin' Roadshows, to be hosted by that Mentor of Melody, that Behemoth of Beat, the Sovereign of Soul—Mick Brown!

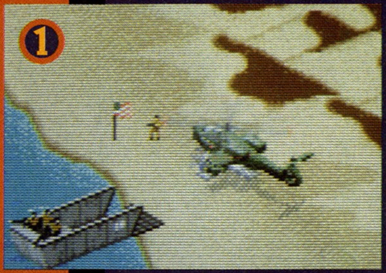
The Capital/Sega Team promise to entertain the crowds with the most ambitiously-staged roadshows ever. There'll be appearances by famous, chart-topping groovemongers and dancers packed with rhythmability, plus there'll be firework displays. Two of the three Sega Buses, packed with Megadrive games, will be at each venue allowing punters to try out the latest titles for free, take part in giveaway competitions and meet Sonic the Hedgehog!

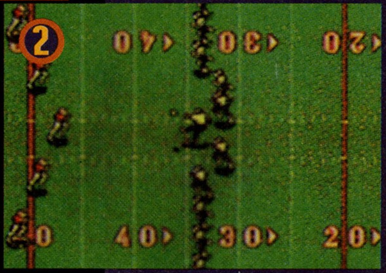
The roadshows will be in Central Park in Dagenham on May 24th and The Old Deer Park in Richmond on May 31st. So if you're in London on those days, get down to the venues between two and four in the afternoon and sample some, quite liderally, Segamongous fun!

SEGA FUN ALL SUMMER LONG!

As well as appearing at the Capital Radio Roadshows, the Sega Buses will be bringing Sega-type fun to numerous locations up and down the country.

The buses' tours will take in a selection of Butlins and Warner holiday centres, county shows and various theme parks. Watch out for buses at Lightwater Valley, Pleasureland, Frontierland and the American Adventure Theme Park in June and July. Listen in to your local radio stations for dates and times of more radio/Sega roadshows coming to your town!





3
SCORE 3100

YO! Home–boy! It's Toe Jam And Earl's kickin' Megadrive top 20!

1	★		Desert Strike
2	▼	3	Joe Montana II
3	▼	1	Sonic the Hedghog
4	▲	6	Quackshot Starring Donald Duck
5	▲	8	Robocod
6	▲	7	Streets OF Rage
7	★		Road Rash
8	▲	14	Toe Jam and Earl
9	▼	5	PGA Tour Golf
10	★		EA Hockey
11	▼	2	Spiderman
12	▼	10	John Madden '92
13	●	13	Golden Axe II
14	▼	11	Moonwalker
15	★		Pitfighter
16	★		EA Hockey
17	★		Toki
18	★		Strider
19	★		Super Hydlide
20	▼	9	Super Monaco GP

with over
100 reasons to buy
and only 6 to buy
something SUPER -
the choice is yours!
AYRTON SENNA'S
DAILY BUGLE
DENVER
TEAM 2 KICKS

TO BE THIS GOOD TAKES AGES TO BE THIS GOOD TAKES SEGA TO BE THIS GOOD TAK

something MEGA

The SEGA MEGA DRIVE has already got over 100 awesome 16BIT games for you to choose from and there'll be 70 more brain busters available between-now and the end of the year.
There is really only one 16BIT games system, so how many more reasons do you need to buy the ultimate games console - the SEGA MEGA DRIVE!

SEGA®
MEGA DRIVE®

SEGA
MEGA DRIVE
The ultimate computer game console
includes
SONIC THE HEDGEHOG
16-BIT

ONLY £129.99

MEGA DRIVE

SONIC Pack includes: Control Pad and 'Sonic The Hedgehog' Cartridge

16-BIT
MEGA DRIVE SEGA

S AGES TO BE THIS GOOD TAKES SEGA

SEGA

MEGA MAIL

Howdy pards.

It's the editor here. Sorry, but I can't think of anything to write for the MegaMail intro this month, so I've decided to put my trust in 'automatic writing', whereby I psychically connect to a spirit who has passed into the other world, put my word processor at their command, and let them write the intro for me. I'm hoping for someone quite famous, maybe Samuel Pepys or Benny Hill, so, fingers crossed, here I go.

Oohhmmmmmmm... Is there anybody theeeerrre..?

Is there anybody THEEEERRRE..?

Anybody at alllll..?

Hellooooo..?

Yoo-hoooooo?

Well, it seems atmospheric conditions are not conducive to automatic writing today but, mystically enough, I've managed to fill enough space for this month anyway so it only remains for me to say that if you've got anything you'd like to say on the subject of Megadrives, MegaTech or even the low quality of the intros in this magazine write to me at MEGAMAIL, MEGATECH, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

WISE WORDS, MATE

Dear MegaTech,

I am writing to let you know that my problem with my Megadrive ('POWER CORRUPTION' in MT4) has been sorted out. The PSU blew up so I bought a Sega PSU and everything is fine. Many thanks for your help anyway.

Well, the Super Nintendo has been released at last and that means that the MegaTech postbag will be stuffed with letters slagging it off. My message to these people is, 'Grow up for God's sake'. There is nothing wrong with the SNES and there is nothing wrong with the MD. Both machines are excellent and they both do the same job. My mate, JT, has just sold his MD to buy a SNES and I am considering buying one (but also keeping my MD). I am not a fan of Nintendo. I am not a fan of Sega. I am a fan of video games and I am not bothered who makes them as long as they are good, affordable and most of all enjoyable. I think that MegaTech readers are mature enough to understand that. I don't want a MD/SNES battle in MegaTech like the MD/Amiga battle in CVG (will that ever end?)

By the way, the Moonwalker cheat (level select) doesn't work.

POB, LITTLEBOROUGH, LANCS

You're obviously correct to say that most MegaTech readers are mature enough to understand the merits of both machines because yours is the only letter we've had (so far) on the subject of Megadrive vs SNES. You're also right to say that both machines are great games consoles–I play both and enjoy a game of Pilot Wings as much as Desert Strike. BUT you're wrong to say that the Moonwalker cheat doesn't work. How else could we have got that picture of it in action? Glad to hear you got your power problem sorted out, by the way.

LET THE BUYER BEWARE!

Dear MegaTech,

I am writing to inform you of a possible design fault I may have found with the new remote control joypads I purchased for my Megadrive.

After playing PGA Tour Golf for a week with them and having no problems I bought Super Monaco GP. Now on a part of this game you have to press the A, B and C buttons simultaneously to get to the main menu and on doing this on the remotes nothing happened. Then on changing to normal pad (the wired one) it worked perfectly. I tried both the remotes with this and still nothing happened, so I packed them up and took them back to the computer shop where I bought them to see if they could sort them out.

The assistant tried other new remotes in the shop on the same game, with the same results. Then he said it must be a design fault and it was up to me to get in touch with the manufacturer and it was not his problem. After I'd pushed my point about him making enquiries, he fetched the manager who just about threw our money back at us and very rudely asked me and my wife to leave the shop.Then I asked him if he was going to do anything at all about it or just carry on selling them. We were told to mind our own business before being removed from the shop.

Please could you check these remotes out yourself and print your findings. I would hate anyone else to go through what I did. If they don't work properly on this game there could be others.

PAUL STOKES, BOLSOVER, DERBYSHIRE

You're right, Paul, there is a slight problem with the first batch of remote control joypads. They work fine normally, but they cannot transmit a suitable signal when A, B and C are pressed simultaneously. This isn't a problem in most circumstances, but there are a few occasions when a game needs you to press all three at once. Sega are aware of the fault and say that they have revised the design for the new version of the joypads, which are also equipped with automatic fire switches.

On the subject of your harrowing shop experience, it's probably worth making two Lynne Foulds-Wood-style consumer points for future reference:

1) Although the assistant was right to say it's a design fault, it's not up to you to take it up with Sega. Your contract of sale is with the shop and if the goods they've sold you are defective it's them who are responsible to you, and taking it up with the manufacturer is their problem (or at least their distributor, who would then have to take it up with the manufacturer).

2) If goods are not 'of merchantable quality' (which means they must work properly for their intended purpose) you are entitled to a full refund under the Sale of Goods Act of 1979. If the shop refuses a refund and offers a

replacement, a credit note or a repair, you do not have to accept them instead of the refund, and if you can't even get those out of the shopkeeper you do have a right to take him to court over it. If you want further advice you'd be wise to speak to your local Citizen's Advice Bureau.

FRENCH LETTER

Dear MegaTech,

I am French and I am now working in England. Everything would be fine if I could play with my French Megadrive!

I was happy to see that my console would work on a TV set with a SCART port but would it work on a video recorder with SCART, linked with a PAL TV (because the SCART TV isn't mine)? As I read your MegaMail, I have the feeling that UK games wouldn't work on my French device. Is that true?

Will I ever play with my game? I desperately need advice or I will have to quit and go back to France!

REMI DUCLOS, SIDMOUTH

Good news and bad news. The good news is that you should be able to use British games on your French Megadrive (at least until Sega start putting their anti-foreign games protection devices in the cartridges after the release of Super Monaco 2). As for your other question, I've tried that trick before on a few video recorders and it's never worked, so I'd say try it with yours (not forgetting to switch to the video's external or A/V channel if it has one), but don't expect much success.

JIMINY! CRICKET!

Dear MegaTech,

I am writing to you to enquire whether there are any cricket games available now or in the near future. I own several other sports simulations and think they're all brilliant. I would dearly like to see cricket put on to the Megadrive, so please, please, enlighten me!!!

MARK KNIGHT, ECTON BROOK, NORTHAMPTON

Alas, Mark, there are no cricket simulations available, and nor are there any plans for one in the next year. That's probably because the only real markets for a Megadrive cricket game would be England and Australia, and Sega are sticking to sports which have a more universal (or rather Japanese and American) appeal, such as basketball, baseball and American football.

A MAN'S GAME FOR A MAN'S MACHINE

Dear MegaTech,

Are there any rugby league games coming out on the Megadrive? I know it would be very hard to make a game of this sort but rugby union has been simulated on the Amiga and other computers and Electronic Arts should be able to pull it off. Alternatively, they could do a rugby league manager game in which you watch how your team performs, with all the players from the league in their teams and all the transfers and injuries, rather like the old Football Manager game.

ANDREW LYONS, ST HELENS, MERSEYSIDE

Amazingly enough, you could be in luck. Although dates haven't been confirmed, there is a chance that a conversion of Domark's rugby game (which appeared last year, during the World Cup competition) will appear on the Megadrive.

SAMSUNG SAVIOUR

Dear MegaTech,

In MegaTech issue 4 you received a letter from Mike Woodcock from Dundee who was having problems with his SCART lead. I also have a Samsung portable TV and I also purchased a SCART lead. When I connected up the SCART lead to my Megadrive I was getting the same problems–out of focus picture, the colours were all wrong and they were too bright. But I discovered that if you push the end of the cable that goes into the back of the Megadrive only

more...

half-way in, then carefully move the cable in different directions you eventually get a perfect picture. For me this works every time. The only problem is you can't get the sound from the TV, but you can use the headphones on your Megadrive.

DUNCAN HARVEY,
ARROCHAR,
DUNBARTONSHIRE

Sounds a bit dodgy to me, Duncan, but I'm sure the aggrieved Samsung telly/Megadrive-owning population are cracking open the champagne as they read this.

LOST: ONE GIRAFFE

Dear MegaTech,

I'm fed up of reading all these crappy Megadrive mumbo-jumbo reviews. I've played many Megadrive games and found them relatively poor compared to my excellent Commodore 64 games, like the original Donkey Kong and Emlyn Hughes' Soccer which are way better than Sonic the boring Hedgehog and Tecmo Cup Soccer.

I quote the great Clive Sinclair himself with this finishing sentence:

"A console is a console, a '64 is both'.

ANDRE WORWOOD,
SOUTHAMPTON

You're mad aren't you?

MUCH BINDING ABOUT THE MEGATECH

Dear MegaTech

I was wondering if in the near future you will be bringing out some sort of ring binder to keep this brilliant magazine in, as (despite the fact they are good quality) they do tend to fall apart a bit.

LAWRENCE LAMB,
CHELMSFORD, ESSEX

Hmm, good idea Lawrence. We'll see to it. By the way, your name... no, never mind.

GAMES MASTER–IT'S GREAT

Dear MegaTech,

In response to Andy Holder's letter about Games Master, I thought I'd write in to say something in the programme's defence.

1. Who would you rather see as a presenter, a games player like Dominik who knows how to do a TV show or some prat who doesn't and thinks he's funny?

2. On to the next point. The longer the show the shorter the series. Also, Hewland don't have a choice about how long it is because Channel 4 decide the time slots. Anyway, series two of Games Master will be 26 half-hour shows–that's six months worth of TV! They would make it longer if they could, but they can't so they won't.

3. If more depth were put into the reviews and tips the show would look boring. It's designed so anyone can watch it and be interested. And to keep the reviews up to date they have to be put together quite quickly.

4. For every one thing someone doesn't like, 50 others do. So if you don't like the church surrounding you can bet more people do like the church surroundings. Which means Games Master has got it right.

5. How many mags does MegaTech sell each month? 30, maybe 40,000 issues? Games Master has to provide 3,000,000 viewers, so naturally some are not going to like it. It's as simple as that. But most feel they've got it right.

These views are valid and are backed up by Hewland as this where the information came from. So, there you have it.

JON BEVERIDGE, HASTINGS,
EAST SUSSEX

Fair points rabidly stated, there, Jon. I'm sure Dominik is an extremely nice bloke but he did strike me as being a bit of a prat who thought he was funny and not a games player at all (certainly not the games guru that the TV columnists of certain tabloid newspapers made him out to be). But at least he appeared to be quite interested and excited about the whole thing. I mean, just imagine what would have happened if Hewland had taken the Blue Peter approach and set Games Master in a brightly-lit studio with some patronising farty doing the talking, instead of in a deconsecrated church in the east end of London with a slightly weird Scottish front man who was into herbal teas. It wouldn't have been half as successful.

Anybody got any more thoughts on the show after seeing the reruns over the Easter holidays?

BASKET CASE

Dear MegaTech,

I'm writing to you for some help. Although I have a Megadrive, basketball happens to be another of my favourite pastimes, so naturally I would like a basketball game for my Megadrive. After looking through all my other mags, I decided to buy Lakers vs Celtics, but here's the problem. Although it was reviewed in Computer and Video Games over a year ago, I haven't been able to find it anywhere. The only place was a mail-order company called Special Reserve but their latest advertisement says that they do not have it. All of the shops that I've been to say that it hasn't been released, so is that true or is it just that all my local shops are crap?

Please could you tell me where or when I could get hold of a copy or whether there are any better basketball games due for release and where I'll be able to get them.

D MERRY, CHELTENHAM

Unfortunately, it looks like Lakers vs Celtics will never appear outside of the USA, because of complications with the terms of Electronic Arts' licensing agreements with the respective teams, and because it's an oldish game I think you'd have difficulty getting hold of it nowadays. There was a plan to release a sequel called Bulls vs Lakers, but that seems to have vanished into release schedule oblivion. It looks like your best bet in the basketball stakes is probably Dave Robinson's Supreme Court Basketball, reviewed in this very issue.

RENT-A-QUESTION

Dear MegaTech,

Please could you answer these questions.

1. Have you seen or heard about the game, Rent-A-Hero? If so, will it be released officially and is it looking good?

2. With the loss of Streetfighter 2 to the SNES, will the new version, Street Fighter '92 come out on the Megadrive?

3. Will Senna's Super Monaco be in the style of Super Monaco GP or like F1 Grand Prix?

4. Is PGA Tour Golf a good game to buy even if you know nothing about golf?

ALEX HATTON, HORNSEA,
NORTH HUMBERSIDE

1. Yeah, we've seen ads for it in Japanese mags and the pictures make it look like quite a smart cross between a beat 'em up and a role-playing game. Only problem is that the role-playing bits have a lot of Japanese text, so it probably wouldn't be much fun for our brave Tommy players.

2. If Capcom have licensed Streetfighter 2 to Nintendo it seems unlikely to me that they would sell Streetfighter '92 to Sega. However, my super-sensitive ears have picked up a rumour currently circulating in Japan that Streetfighter 2 will still be released on Mega-CD. But before you start ringing us up for release dates, I'd just like to say that (a) it seems pretty unlikely to me and (b) I don't know any more than that anyway. If we find out any more news we'll print it.

3. Super Monaco 2 is just like Super Monaco GP, only with more tracks and a few extra gameplay features.

4. Damn right it is. I hardly know diddly about golf, but the control method and superb gameplay make PGA incredibly easy to get into.

look smart with a Megatech t-shirt

To join the growing band of MegaTech T-shirt-wearing style-mongers, fill in the form below and send it to this address, including a cheque or postal order for £6.50, made payable to Emap Images Ltd. Please don't send cash and please allow 28 days for delivery.

MegaTech Mega T-Shirt
Peterborough Mailing
PO Box 300
Peterborough
PE1 5TQ

MEGATECH
MEGADRIVE HYPER GAMING TECHNIQUE

ONLY £6.50 (inc p+p)

We could claim that the Megatech T-shirt stops .303 bullets fired from a Lee Enfield rifle, but that wouldn't be true. So we won't.

We could claim that the Megatech T-shirt will make you more attractive to the opposite sex, but that couldn't be guaranteed in writing. So we won't.

We could claim that the Megatech T-shirt provides the wearer with the ability to fly through the use of psychokinesis, but strictly speaking, it doesn't. So we won't.

What we could honestly claim is that the Megatech T-shirt is a smart bit of gear which is good value for money and has a big skull on the front that ensures you don't look soft when you wear it in the street.

I'm not interested in being bullet-proof, attracting persons of the opposing gender or having superhuman psychic abilities, but I do fancy one of those smart MegaTech T-shirts with the big skull on the front. So send me one, and quick about it!

MY NAME...
MY ADDRESS..
....
....
Please send me..............T-shirt/s in MEDIUM/LARGE/XL (PLEASE STATE)............................
I enclose a cheque or postal order for £6.50 per shirt.

FORMAT
4
M-BIT

REVIEW

TAZ MA

BY SEGA

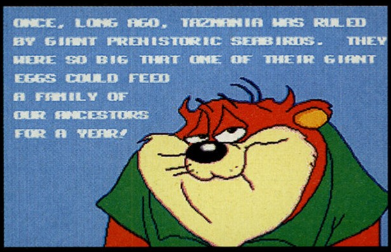
PRICE: £39.99

PLAYERS: 1

GAME TYPE: PLATFORM

CONTINUES: COLLECTABLE

SKILL SETTINGS: 2



ONCE, LONG AGO, TAZMANIA WAS RULED BY GIANT PREHISTORIC SEABIRDS. THEY WERE SO BIG THAT ONE OF THEIR GIANT EGGS COULD FEED A FAMILY OF OUR ANCESTORS FOR A YEAR!

Times are hard for Tasmanian Devils. A much misunderstood species, the Devils are constantly being hunted by humans, and so most of them have taken to hiding, not even daring to leave their caves for food. One particular Devil family is on the brink of starvation when Grandpa Devil recalls an old legend of prehistoric giant seabirds which laid eggs big enough to feed an entire Devil family for a year.

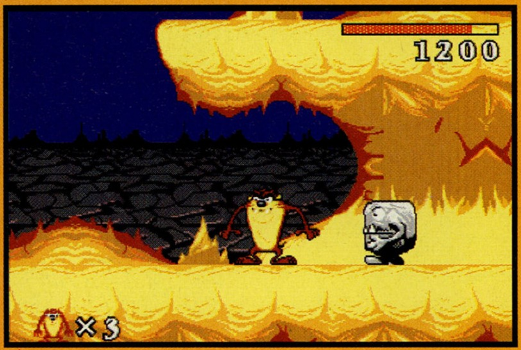
At the mention of food, his excitable grandson, Taz, decides to brave the perils of the outside world and seek out the lost valley of the giant seabirds so that he can bring back one of these giant eggs and save his family from extinction. Unfortunately, the legend states that the lost valley is on the far side of Tasmania, which means Taz has to cross deserts, glaciers, go underneath a mountain range and through an ancient city.

All this means loads of platform-packed, area-exploration gameplay in which only the wildest of devils will survive.

ISLAND HOPPING

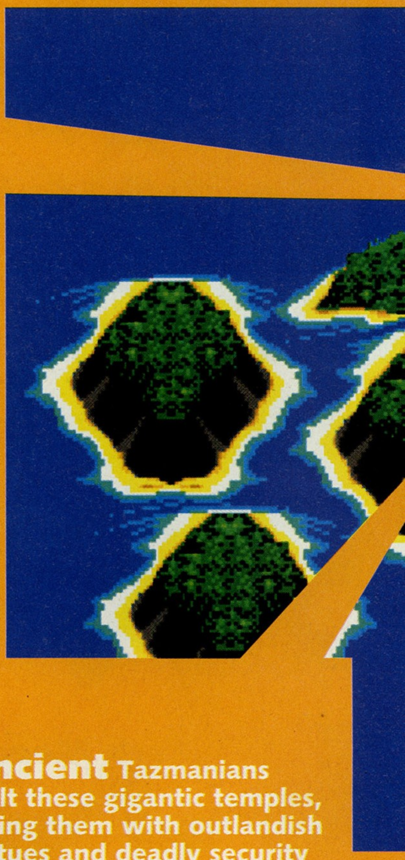
Taz's quest takes him from one side of Tasmania to the other in 16 stages which span the six different areas of the island shown below. Players fancying a whirlwind tour of Tasmania can try switching to practice mode, an option which dumps Taz in a selection of five levels from different parts of the game.

1. THE DESERT

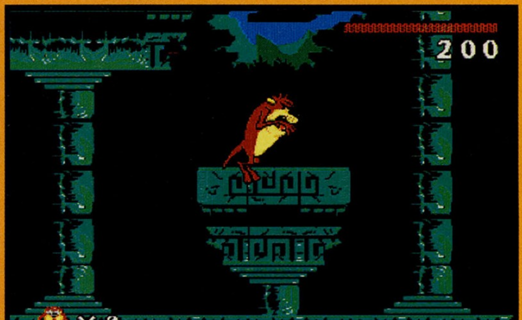


Beware the deadly lashing tongues of the boulder beasts.

The quest starts here. Stone crab-things, huge boulder beasts and quicksand are the main perils Taz has to watch out for as he leaps around rocky platforms and accepts lifts from spouting geysers.



6. ANCIENT TEMPLE

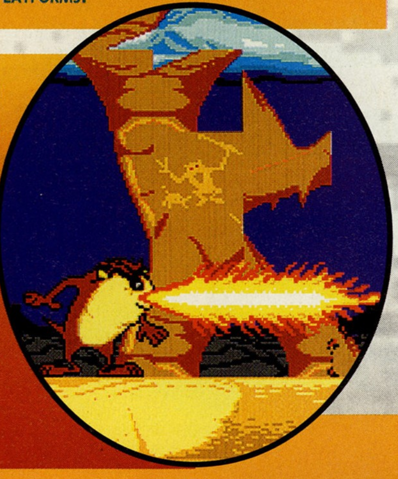


Ancient Tazmanians built these gigantic temples, fitting them with outlandish statues and deadly security systems. Unfortunately, while the statues are in ruins, the fire-breathing heads are in perfect working order! Watch out for more of those pesky mice.

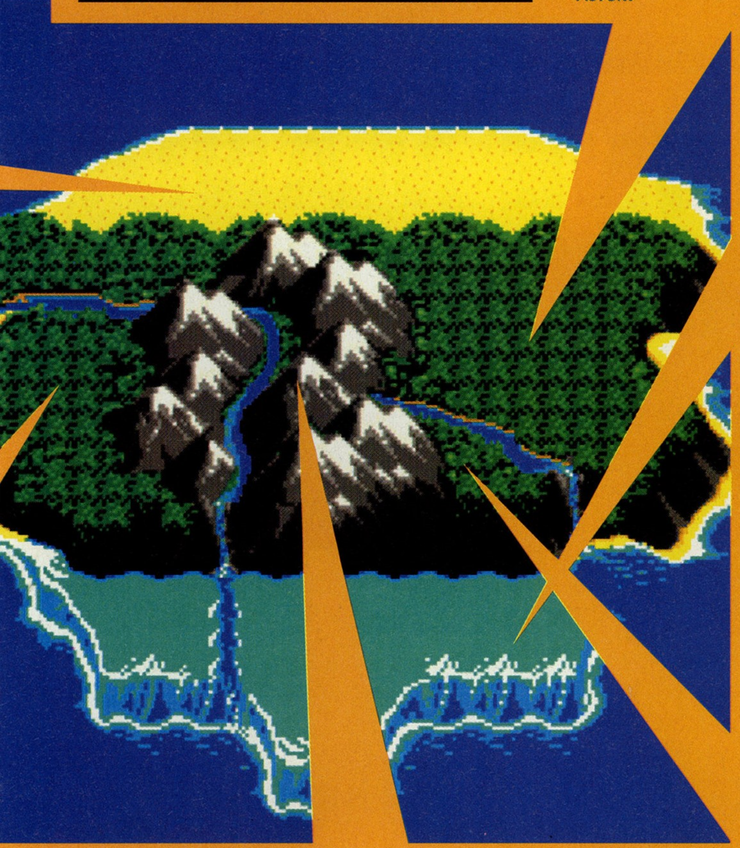
The temples are veritable labyrinths of platforms!

FLAME ON!

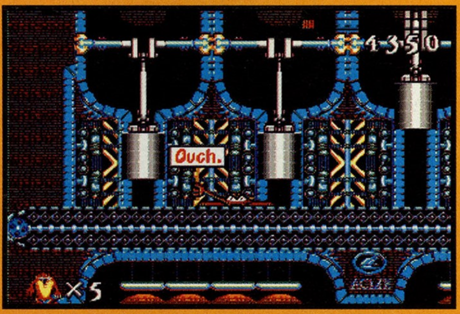
Taz has pretty good natural defenses, but if they fail him he can try chilli power. By picking up and eating the chilli peppers which are scattered throughout the levels he can give himself the ability to spit a plume of flame at his enemies, barbecuing them in an instant! Don't overuse this weapon, though. You only get five shots from each chilli.



ANIA



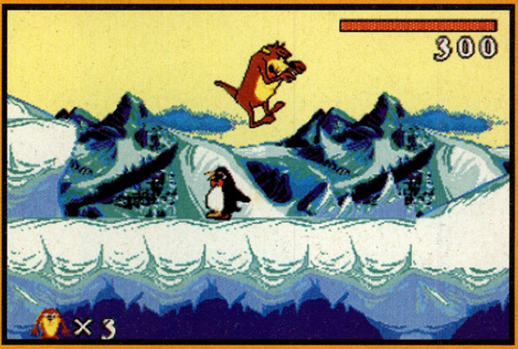
2. THE FACTORY



Mind the conveyor belts don't drag Taz under a giant piston!

The second stage of Taz's journey takes him through two Acme robot tank factories. The danger comes, not from the tanks, but from the electrified production units (which must be switched off by finding the correct lever and pulling it), furnaces, security lasers and spinning spikes.

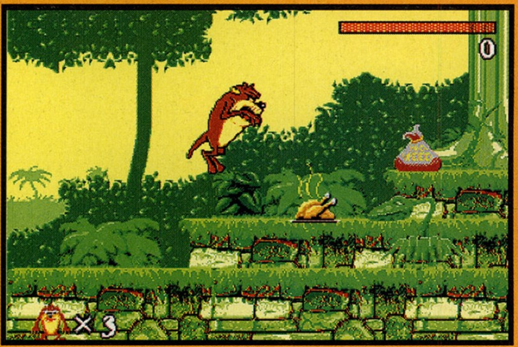
3. SOUTH POLE



Beware the penguins of doom which have no fear of devils.

When Taz heads south he finds himself on slippery glaciers inhabited by killer penguins and blue, spear-toting mouse warriors. Be careful not to fall off the moving ice platforms into the water, or Taz gets frozen into a block of solid ice!

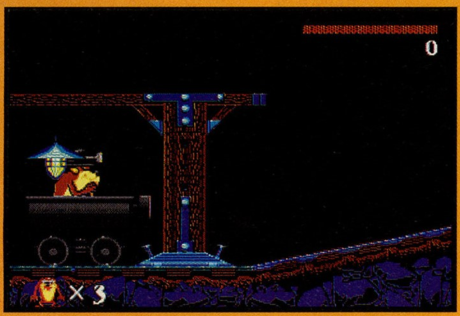
4. JUNGLE



Taz needs much chicken sustenance in this neck of the woods

Heading north towards the mountains, Taz runs into dense jungle overrun by another tribe of mouse warriors. Taz's jumping powers are tested to the full as he crosses vast jungle gorges, climbs a giant tree and leaps between floating logs on a river!

5. THE MINE



The mine car section demands lightning reactions!

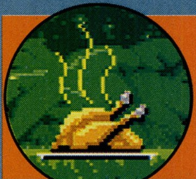
After a nerve-wracking mine car ride (see MINE MANIA) Taz is carried into a subterranean network of caves and galleries connected by a bizarre system of lifts. Unfortunately, some of the floors seem to have gone, and some of the lifts are falling apart too!

MARK'S COMMENT

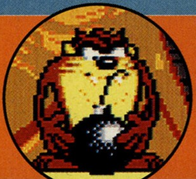
Taz is probably the best looking game I've seen on the Megadrive, and the stunning effect of the graphics is almost enough to make you ignore the rather shallow gameplay. The problem with this game is that, except in a couple of the stages, there just isn't enough happening. The first few stages are almost identical in objective and all you're required to do is suss out which route to take. There are hardly any obstacles, bar the occasional bomb and creature (which are easily dealt with. The mine-car section and the lifts redeem the game somewhat as does the factory level, but they weren't enough to save the game from being a disappointment. If this had gameplay to match the graphics it would have been totally awesome, as it is all we have here is a moderately decent, quite humourous, platform game.

WATCH OUT FOR THESE!

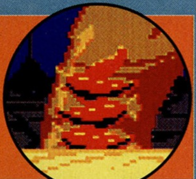
Along the way Taz comes across all sorts of objects, useful and dangerous. Being as hungry as a man with no legs, he'll usually try to put an object straight into his mouth which isn't always a good idea. A quick stab on the 'SPECIAL' button puts a stop to his swallowing antics and puts Taz into Object Carrying mode. With the object in his talons you can then press the 'SPIN' button induces him to throw the object. The game doesn't make a great deal of use of this feature but it is essential to the solution of certain puzzles.



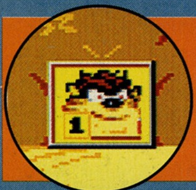
WATER, CHICKEN– Replenishes Taz's energy level.



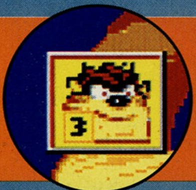
BOMBS– Don't eat these! Spin or throw them away!



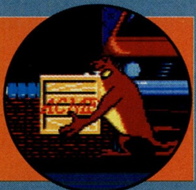
CHILLI PEPPER– Provides five blasts of chilli fire.



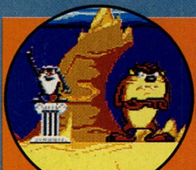
1-UP CARD– An extra life, not surprisingly.



3-UP CARD– An extra credit. V useful indeed.



ACME CRATE– Take it to the right place and stand on it.



RESTART POINTS– Touch these so that your next life

THE WHIRLING DERVISH

When Taz isn't empowered with chilli flames, his main form of attack is either to stomp on his enemies' heads (a bit tricky, this), grab them and eat them (very risky and only possible with smaller monsters) or use his whirlwind attack which blasts whatever he hits off the screen before it can do him any damage. The only problem is, he doesn't score any points for dispatching enemies this way.

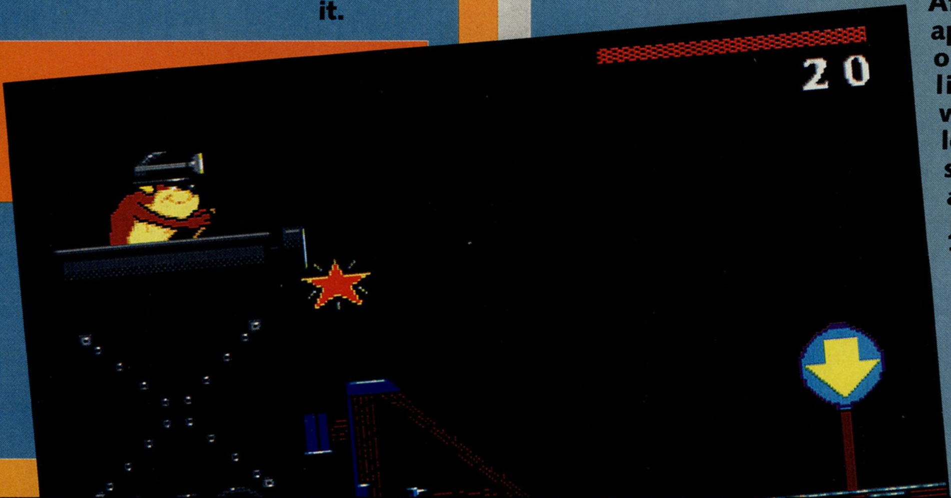
The spin is also useful for extending the distance Taz can jump, and it's essential for clearing some of the wider chasms in the game. Use it carefully, though, because Taz becomes more difficult to control in whirlwind mode so he could end up spiralling over a cliff. And if he mistakenly spins into some goodies watch them fly off the screen, never to be seen again!

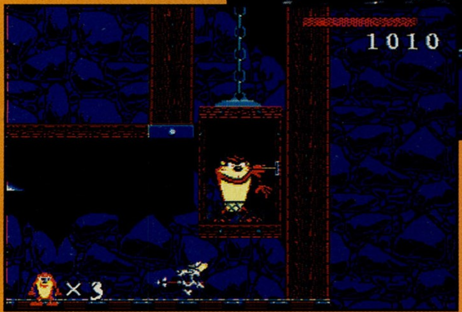
MINE MANIA

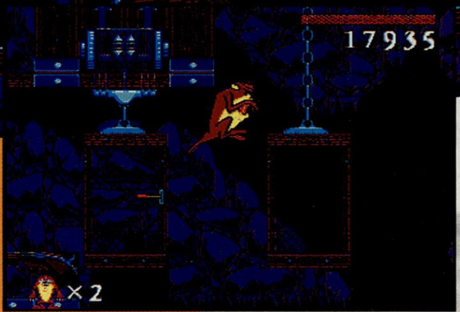
The pinnacle of Taz Mania's excitement comes about halfway through the game, in the mines under the Tasmanian mountain range. This bit really separates the men from the boys.

High-speed thrills abound in the first stage of this part of the journey, in which Taz finds himself in control of an old runaway mine car which, in true cartoon tradition, has its wheels mounted on the end of extendible legs. Taz has to operate the speed and leg extension controls to get him under and over the obstacles which zip towards him, and to leap over gaps which are, quite literally, bottomless.

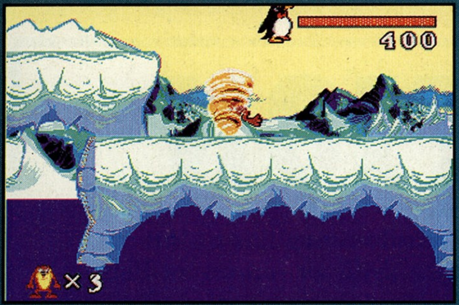
The second stage is a little more sedate, but not much. After his mine car trip, Taz appears in a huge network of caves connected by lifts. Some of the lifts work with a push of a lever, but some of them seem to be on springs and Taz needs to keep jumping up and down in them to get them to move. Towards the end of this stage there's a nerve-wracking jumping journey across another bottomless pit, and then he has to catch a lift which is speeding around in a figure-of-eight pattern!



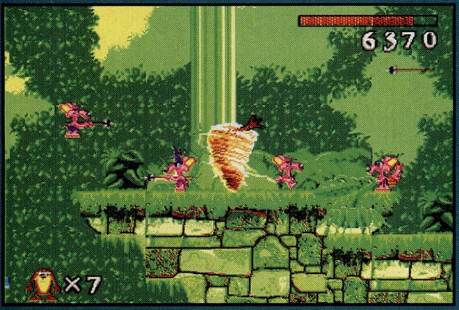




Unspeakable pain and danger follow Taz throughout the dreaded mine section. Well, it's not quite that bad. But, Lord, it's not good.



Ha! Penguins are no match for spinning Taz!



And nor is this tribe of pink jungle rodents!

ALTERNATIVELY

SONIC THE HEDGEHOG

PRICE: £34.99

BY: SEGA

Spectacular platform adventure, similar to Taz Mania but ever so slightly better in the gameplay stakes. Almost as easy to complete, though.

MEGATECH RATING:89%

THE OLD DEVIL

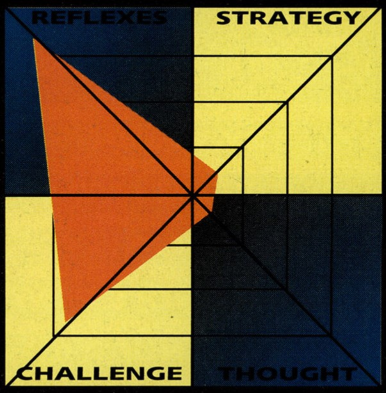
Who'd have believed the Tasmanian Devil is getting on for 40 years old? On June 19th, 1954, he debuted in a Loony Tunes cartoon called **Devil May Hare** in which the "brute with jaws like a steel trap" went on the rampage in Bugs Bunny's neck of the woods. His ravenous appetite for fresh meat and his penchant for drilling holes in trees with his body were also evident in **Bedevilled Rabbit** (1957), **Ducking the Devil** (in which he co-starred to Daffy Duck) **Bill of Hare** (1962), **Dr Devil and Mr Hare** (1964) and a 1979 Bugs Bunny television special entitled **Fright Before Christmas.**

After years of playing deranged stooge to Bugs and Daffy, Taz was recently called out of retirement by his creators, Warner Brothers, to star in his own television show, Taz-Mania (of which this is the game). The show features the whole of the Devil family and should be on British TV screens in the autumn.

PAUL'S COMMENT

My first reaction to this game was, 'WOW!'. I haven't seen a Megadrive game that looks and sounds as good as Taz Mania since Sonic, but that set me wondering. "Does it also resemble Sonic," I wondered, "insofar as the graphics outdo the action?" The only way to find out was to complete the game, so I did, and I was right. Admittedly, the gameplay would have had a tough time matching up to the graphics which are a knockout, but I think any reasonably accomplished player will find most of the levels are a breeze to complete. Success is a matter of memorising where the next platform is going to be or what obstacle the mine car is about to run into, and because the levels aren't really all that complex it's easy to do that in a few hours play. If all the stages had as much excitement and danger in them as the mine section I would have been much happier, but even the bosses are a cinch to beat without losing a point of energy. Those ace graphics and all the humourous touches make Taz Mania a superb game for younger players, but as I say, seasoned platform addicts will find the fun wears off all too soon.

TAZ MANIA



% RATINGS

0 50 100

PRESENTATION

70%

NOT MUCH IN THE WAY OF OPTIONS, BUT PLEASANT ENOUGH INTRO SEQUENCE.

GRAPHICS

96%

INCREDIBLE. BIG, COLOURFUL SPRITES, EXCELLENT ANIMATION AND ATTRACTIVE BACKGROUNDS.

SOUND

93%

THE DIFFERENT TUNES SOUND LIKE THE MUSIC IN OLD CARTOONS, AND THE SOUND EFFECTS ARE SPOT–ON.

SHORT TERM PLAY

89%

THE ACTION IS A BIT SHALLOW, BUT YOU'LL CERTAINLY KEEP PLAYING TIL THE GAME'S FINISHED.

LONG TERM PLAY

80%

THE EXPERIENCED WILL FIND THIS EASY TO COMPLETE, BUT NEWER PLAYERS SHOULD FIND IT A BUNDLE OF LAUGHS.

MEGATECH RATING

88%

A POTENTIALLY AWESOME GAME, LET DOWN BY THE LACK OF CONSTANT ACTION.

FORMAT
8
M-BIT

REVIEW

CORPORATION

BY VIRGIN

PRICE: £39.99

PLAYERS: 1

GAME TYPE: ROLE PLAYING

CONTINUES: 0

SKILL SETTINGS: 1

CORPORATION
START GAME
OPTIONS

In a future where household robots are commonplace, one company dominates the home technology market–UCC. So great is the demand for their product they've become the largest corporation on the planet, employing millions and propping up the economies of several countries.

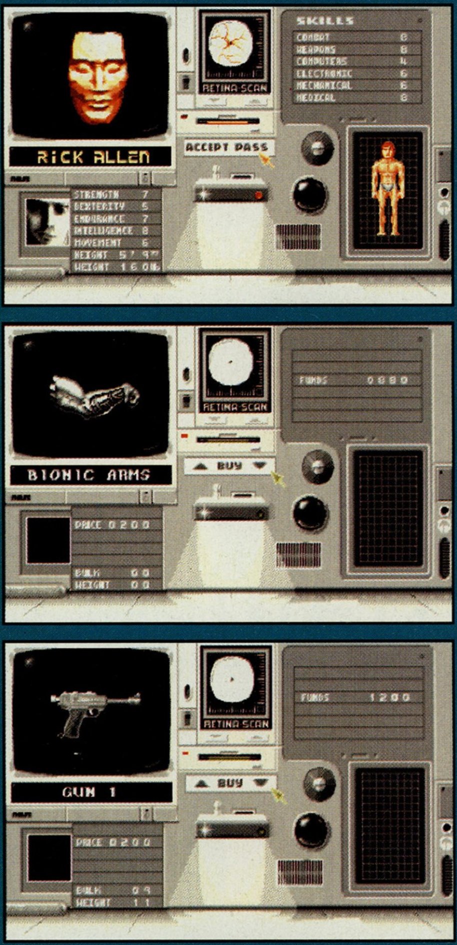
Their latest project is no chirpy R2D2 though. The UCC scientists have produced a hybrid of robot and organic tissue for sale to the military. This is a highly unethical and illegal practice, and to make matters worse one of the prototypes has escaped and is in hiding on the streets where it is feasting on the local population. The authorities can't prove that UCC are responsible, and because of UCC's position no one can openly accuse them. Seeing as the monster is too cunning to be tracked down, the government have enlisted the services of The Zodiac Agency to help establish UCC's guilt. To do this they've sent one of their best operatives into UCC's HQ to steal a hybrid embryo from the depths of their heavily guarded underground laboratory. This, of course, is where you come in...

PEOPLE POWER

Before the game begins, you must hand-pick which of six available agents (two men, two women and two cyborgs) you wan to take into UCC's danger-laden corridors. The human characters are generally more agile than the cyborgs, and they have varying psychic abilities which are useful for detecting traps. The cyborgs have no such abilities, but they are far more resilient to damage.

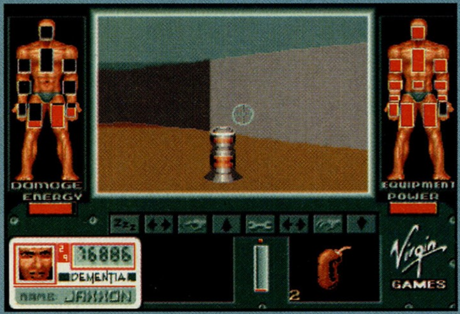
When you've chosen your character, you enter the secret agent shop and buy him/her/it all the kit they need to infiltrate UCC. Top on your shopping list should be a gun because without one your mission comes to a very sticky end very quickly. There are five to choose from with prices reflecting their power. Other items include medical kits for patching up the human characters, bionic limbs, psychic power enhancing drugs (sounds very dodgy), battery packs, armour and grenades.

All the electronic gadgets are powered straight from your suit, which drains it batteries. For a recharge you have to find a console and plug into that, or carry an emergency battery pack.


SKILLS
COMBAT 8
WEAPONS 8
COMPUTERS 4
ELECTRONIC 6
MECHANICAL 6
MEDICAL 8
RETINA SCAN
RICK ALLEN
ACCEPT PASS
STRENGTH 7
DEXTERITY 5
ENDURANCE 7
INTELLIGENCE 8
MOVEMENT 6
HEIGHT 5' 9"
WEIGHT 160lb
FUNDS 0880
BIONIC ARMS
BUY
PRICE 0200
BULK 00
WEIGHT 00
FUNDS 1200
GUN 1
BUY
PRICE 0200
BULK 09
WEIGHT 11

You only have limited finds so you have to choose your equipment wisely.

CONSOLE YOURSELF


DAMAGE
ENERGY
EQUIPMENT
POWER
16886
DEMENTIA
NAME JAXXON
2
Virgin
GAMES

Walk to the console then hit the operate button.

One piece of equipment you don't have to buy is your security card, which is your key the UCC building. It lets you access the computer operated elevators to travel to the different floors, but to begin with it only permits you to explore two levels. To rectify this situation you have to track down security terminals, which are present on each floor, and update your security clearance. To do this you first activate the terminal, then insert your card. You'll now be able to update your clearance as well as cancel any alarms you might have triggered. The consoles also double up as recharge points, so you can energise your suit here as well.

ARMS AND THE MAN

No matter how careful you are you're going to run into something that's out to kill you. Among the ranks of UCC's security guards are robots who bear more than a passing resemblance to ED-209 out of Robocop, kamikaze robot spiders, and prototype mutants. If you have a gun it automatically targets on the nearest enemy and all you have to do is pull the trigger. Without one you have to resort to fisticuffs, which is okay if you're a cyborg with steel hands, but not if you're playing as a human. Grenades are the most devastating weapon, but they do severe damage to an agent unlucky enough to be caught in the blast.

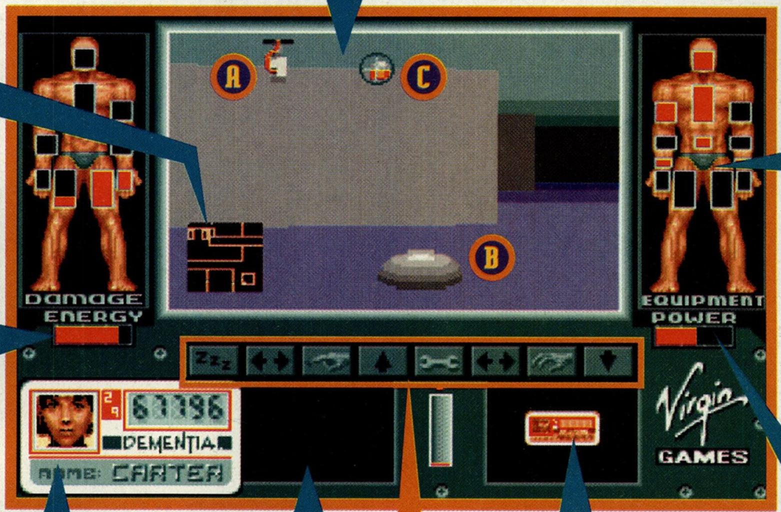
Learning your way around the screen is essential if you're to deal with situations quickly. So here's a handy cut out and keep (or not) MegaTech guide to the controls of Corporation.

MAP
Shows part of the floor, but slowly drains your suit energy.

MAIN SCREEN
Shows a 3D view of your surroundings. Here we see a security camera (A), an alert status light (B) and an unidentified object on the floor, waiting to be picked up (C).

EQUIPMENT
Shows where you're holding, or wearing equipment.

ENERGY BAR
Shows how much strength your character has left.

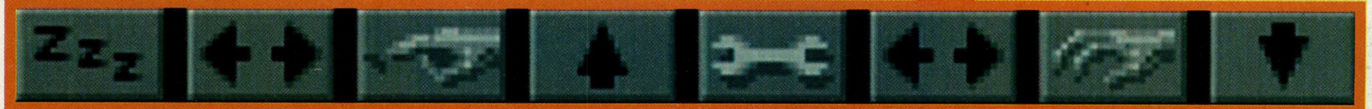


ID CARD
This is your ID card, complete with a picture just in case you forget what you look like.

AREA WINDOW
Shows what equipment is in the same location as you.

INVENTORY WINDOW
Shows currently selected object.

POWER
This shows how much energy's left in your suit.



PAUSE
Click on this to call a time-out so you can plan out your next move.

ARROWS
Cycle though the list of objects at your current location.

OPERATE
This lets you switch on consoles and activate the elevators.

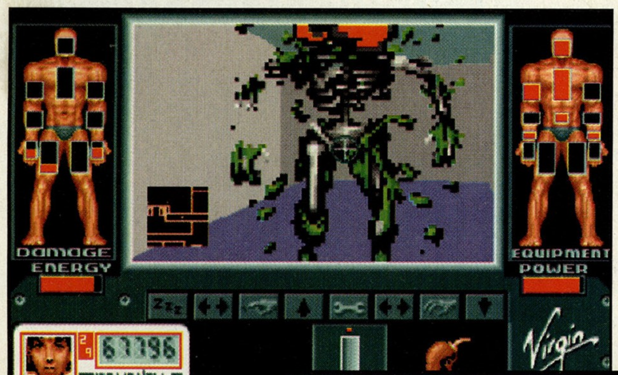
PICK UP
Adds anything shown in your current window to your inventory.

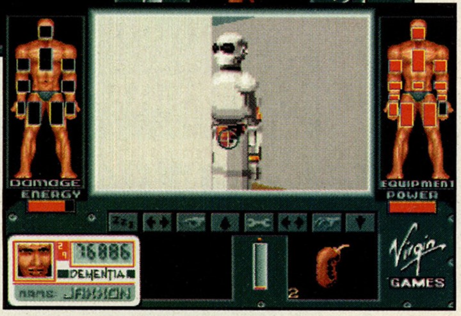
USE
This lets you use one object in conjunction with another.

ARROWS
Scrolls left or right through your inventory in the right window.

ACTIVATE
Uses any object currently shown in the right window.

DROP
Places an object shown in the right window on the floor.





Above: A UCC hyrbrid buys the farm.

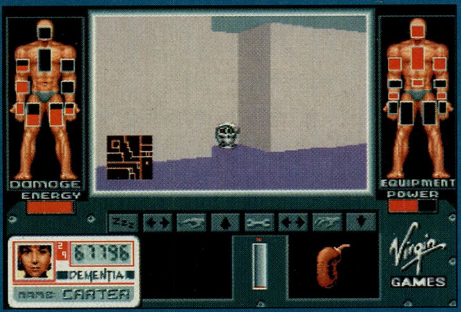
Right: These droids only attack you if you get in their way.

MARK'S COMMENT

I remember this game from when I first saw it on the Amiga, and although I didn't get to play it much it gave the appearance of being an excellent game. Now I've got to grips with it on the Megadrive and I found that my first impressions were almost correct. This is a very different very absorbing game. The first person perspective view works very well, the problem solving is set at just the right level, and there's usually a lot going on. On the down side I had a few problems with the controls. The rather bland scenery can make it difficult to tell if you're moving when you're facing a wall, which is disorienting and potentially fatal if you happen to have something shooting at you at the time. It also takes some very precise positioning over an object to have it register in the item window, something that proves very annoying. Not a run of the mill game by any standards but it's worth checking out if you're after something different which is a bit more substantial than most games.

INFRA-DEAD

Apart from their robotic and hybrid security guards, UCC have also installed several types of security device. The most frequent are infrared beams which criss-cross many corridors. These can't be seen unless you're equipped with an infrared visor, and if a beam is broken, any available guards immediately descend on the area. Pressure pads are another hazard, although these don't appear until you reach the lower floors.


DAMAGE ENERGY
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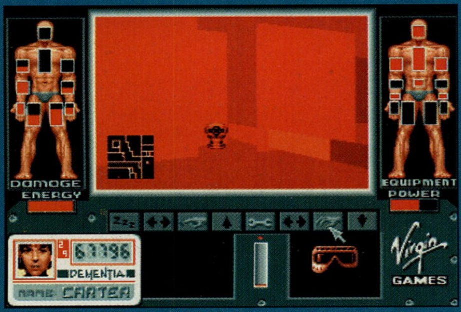
DEMENTIA
NAME CARTER
Virgin GAMES

IT LOOKS HARMLESS ENOUGH FROM HERE...


DAMAGE ENERGY
EQUIPMENT POWER
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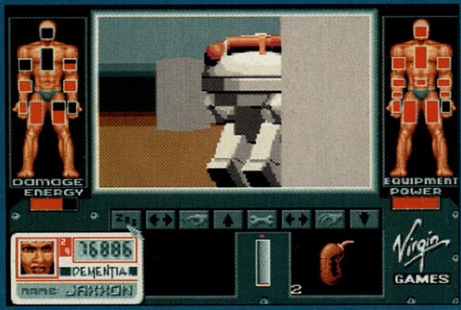
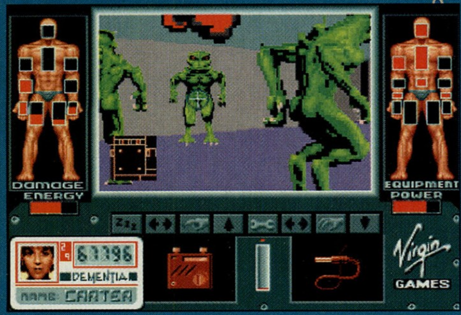
DEMENTIA
NAME CARTER
Virgin GAMES

...BUT THE INFRARED GOGGLES TELL ANOTHER STORY.


DAMAGE ENERGY
EQUIPMENT POWER
16886
DEMENTIA
NAME JAXXON
Virgin GAMES

A PSIEDO-ED-209 FAILS TO HIDE BEING A COLUMN.


DAMAGE ENERGY
EQUIPMENT POWER
63796
DEMENTIA
NAME CARTER
Virgin GAMES

WHO SAID GENETIC HYBRID MUTANTS DON'T HAVE FUN? HERE WE SEE THEM GETTING ON DOWN AT THEIR VERY OWN DISCO.

ALTERNATIVELY

DOOMSDAY LASER

BUCK ROGERS– COUNTDOWN TO DOOMSDAY

PRICE: £49.99

BY: ELECTRONIC ARTS

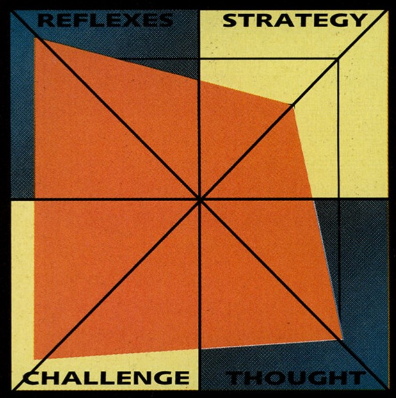
Another futuristic RPG witha good vs evil theme, Buck Rogers is somewhat different in its approach than Corporation. However, it is a large and involving RPG with loads to do and enormous lasting potential.

MEGATECH RATING: 91%

PAUL'S COMMENT

Though it was originally well received I never really got on with the Amiga version of Corporation, but for some reason I found the Megadrive version rather more playable. There are a couple of things up with it; the control response is a little slow which makes steering the agent a bit tricky as he tends to get stuck in corners if you're not careful, and death sometimes strikes a little too suddenly. However, there's still an aura of quality about Corporation which I attribute to the atmospheric effect of the 3D graphics and the wide variety of ingenious electronic gizmos to find and fiddle around with (I thought the Scan-Man hologram display a particularly impressive innovation). The other good thing about Corporation is that it's VAST, and I can certainly see myself playing it right to the end (or at least giving it my best shot). If you like your games to be on the sprawling side with the emphasis on secret agent type puzzling and stealth, stop salivating and get hold of a copy of this.

CORPORATION



% RATINGS

0 50 100

PRESENTATION

80%

WELL LAID OUT SCREEN AND SIX AGENTS TO CHOOSE FROM.

GRAPHICS

76%

SAMEY BACKGROUNDS, BUT SOME GREAT SPRITE-BASED NASTIES.

SOUND

84%

A SMART TUNE ACCOMPANIES THE ACTION WITH AVERAGE SPOT EFFECTS.

SHORT TERM PLAY

76%

THE GAME CAN TAKE A WHILE TO GET INTO, ALTHOUGH IT GROWS ON YOU.

LONG TERM PLAY

91%

MASSIVE GAME WITH LOADS OF PUZZLES TO SOLVE AND CREATURES TO SHOOT.

MEGATECH RATING

87%

A VERY DIFFERENT RPG, TARNISHED BY SOME SILLY FAULTS.

REVIEW

JORDAN vs BIRD

BY ELECTRONIC ARTS
PRICE: £39.99
PLAYERS: 1–2
GAME TYPE: SPORTS
CONTINUES: N/A
SKILL SETTINGS: 3

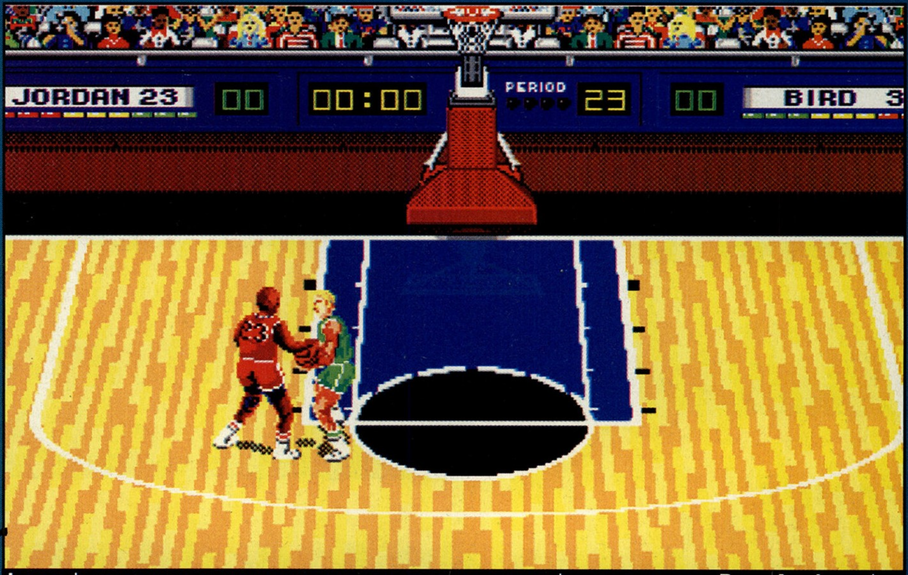
Super
ONE-ON-ONE™
JORDAN
VS
BIRD
EASN™
ELECTRONIC ARTS SPORTS NETWORK
COPYRIGHT © 1992 MICHAEL ABBOT
LICENSED BY SEGA ENTERPRISES LTD.

Jordan vs Bird Super One-On-One is EA's second venture into basketball simulations (the first was Lakers vs Celtics, which is only available on import, and the next will be Team USA Basketball, due later this year). This one comes complete with the endorsement of two of basketball's most famous American exponents, Michael 'Air' Jordan and Larry Bird.

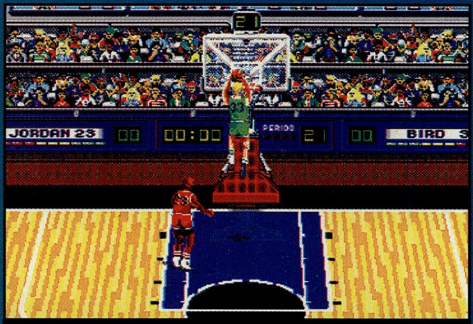
There isn't a full game of basketball in Jordan vs Bird, but the boys come together to test their skills in three different one-on-one events. The main game takes the form of a head to head tournament in which Bird and Jordan have to fight (well, not literally) to get past each other to the hoop and score as many baskets as possible.

When you get bored with that, you can try your hand at the Three Point contest (a test of long-range shooting accuracy played against the clock) or the Slam Dunk contest (a display of fancy shooting for real experts).

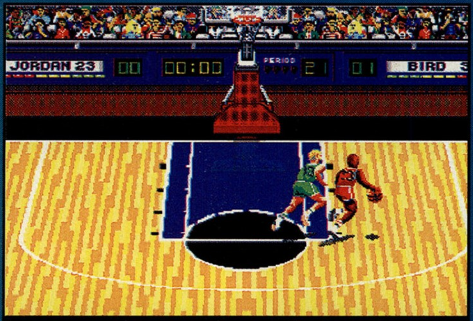
ONE–ON–ONE


JORDAN 23
00
00:00
PERIOD
23
00
BIRD 3

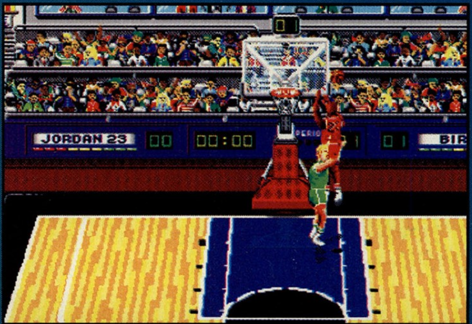
Jordan's not going to have the ball for long if he doesn't shield it from Bird. All Larry's got to do is snatch it, turn and he's home free.


21
JORDAN 23
00
00:00
PERIOD
21
00
BIRD 3

Bird's sprinted away and there's no way he's going to miss the basket at that range.


JORDAN 23
00
00:00
PERIOD
21
01
BIRD 3

If, like here, the defender can't be shaken, the best course of action is to sprint to the net…

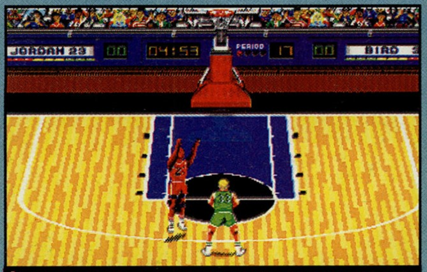

JORDAN 23
00
00:00
PERIOD
01

…then lob the ball over his head.

The main part of the game stars both Messrs Jordan and Bird in a head-to-head tournament. The lads find themselves up one end of their local basketball court, under the basket. One of them (let's say it happens to be Michael Jordan) has possession of the ball and he wants to get to the basket and score. His opponent (Bird) doesn't have the ball, but he wants it, because he wants to score, and so we have an offensive/defensive situation. Jordan has to somehow leg it around Bird to get under the basket and stuff the ball through the hoop. Meanwhile Bird has to stop him by either blocking his shot or stealing the ball so he can have a go.

Fit though they are, all this running around wears our boys down, and if you're playing in super realistic 'Simulation' mode you'll find that a knackered player is less accurate when it comes to shooting and sometimes just doesn't have the energy to attempt any of his fancy trick-shot slam dunks.

TWO-PLAYER MODE



Jordan does a surreal tree impression to thwart Bird's scoring attempt.

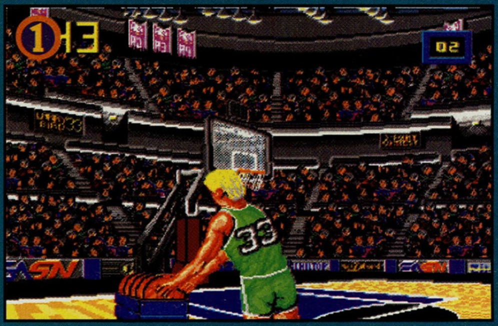
Only the head-to-head game has a simultaneous two-player option, with the players taking turns for the other two events. For some strange reason the slam dunking and three point events only use one control pad in two-player mode.

THREE POINTERS

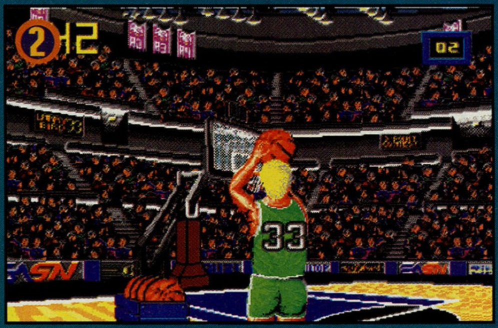
In basketball, regular shots from inside the marked area around the hoop score two points, but players can earn three points if they shoot and score from outside this area. And that's what the Three-Point Contest is all about.

Take the controls and you, in the guise of Larry Bird, have to try to score baskets from five different positions outside the three point area. Larry gets five shots from each position, and scores one point for each ball that goes through the hoop. Adding to the challenge is the 60 second time limit, which is just enough to throw each ball in succession without pausing for breath.

There are also bonus points to be had for every fifth basket that Larry sinks.

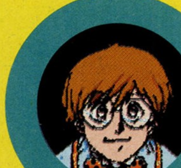


Hit A to pick up a ball from the trough.



Now press B to line up the shot.

PAUL'S COMMENT

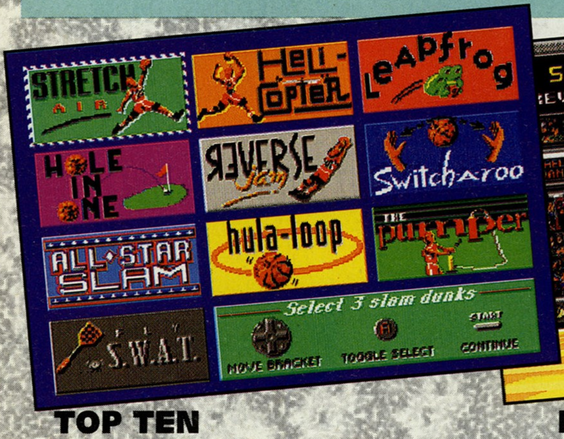


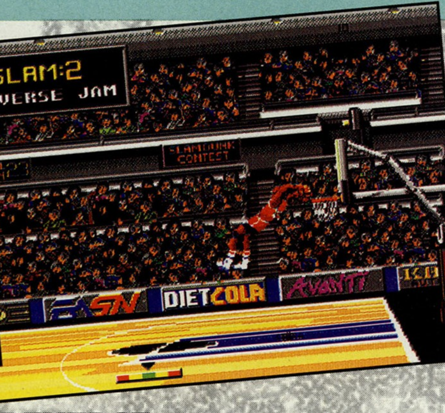
Real-life one-on-one basketball is a fun way to work off some calories, but Super One-On-One isn't half as much fun because it isn't nearly as speedy, skillful nor exciting as it should be. The player sprites in the main game look okay (well, at least the colours are correct), but they move more like mechanical puppets than world-class athletes. To make matters worse the controls just aren't sufficiently flexible nor responsive enough to allow you to sidestep, dodge and break away from your opponent the way you would in a real game so there's no fast action to keep things exciting. The unusual slam-dunk and three point contests are marginally more interesting, but they're both easily mastered so the challenge drains away very quickly. As a whole, the package is a dull affair and is far inferior to the Dave Robinson game, and even EA's own Lakers vs Celtics. If you're desperate for basketball action try either of those instead.

SLAM DUNKS

While Larry Bird is the master of the long-shot, Michael Jordan specialises in amazing slam dunking techniques. In case you didn't know, slam dunking consists of the player leaping at the hoop then simply shoving the ball through it. If there are no guards (defenders) around to give him a hard time, the dunking player usually throws in a few acrobatics just to get the commentators foaming at the mouth and establish a bit of a name for himself.

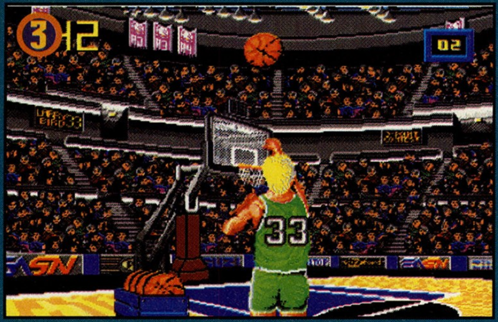
Anyway, the object of this part of the game is to dazzle the crowd and a panel of judges with your mastery of three spectacular slam-dunk moves from a selection of ten. Press A to get your shooter running at the basket then, at the instant he reaches the centre of the shooting circle, press B to get him to leap, then release the button when you want him to slam dunk. It's not as easy as it sounds, and if you go wrong a gauge at the bottom of the screen shows where your timing went awry. Many of the flashiest shots end up with the scorer swinging from the basket, or lying collapsed on the floor after whacking his head off the upright. Here's the pick of the best four shots!



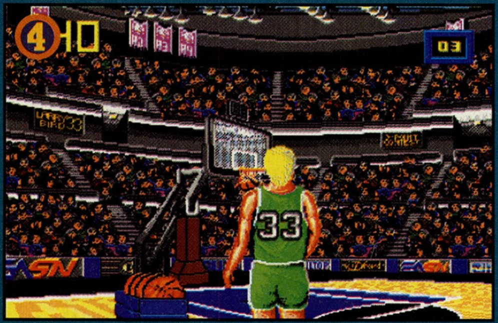


TOP TEN
There are ten shots of varying difficulty, and it's possible to earn maximum points off any of them.

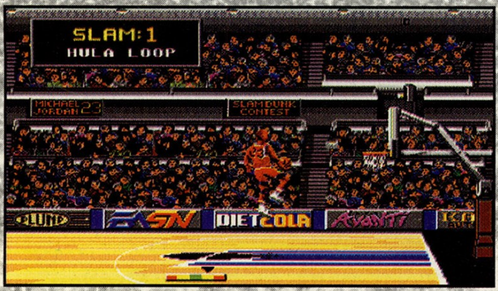
REVERSE
An aerial spin followed up by the player dunking the ball backwards.



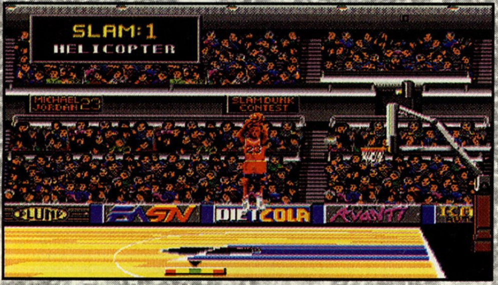
Press C to throw the ball when Larry's arm is fully extended.



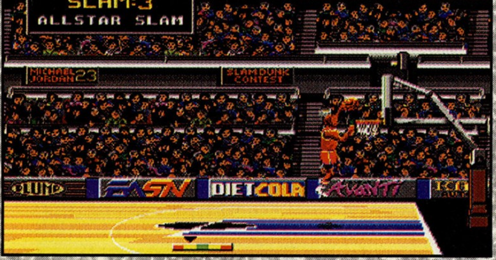
And watch the ball sail in. Or not.



HULA HOOP
For this shot the ball's passed around the players back before being slammed through the net

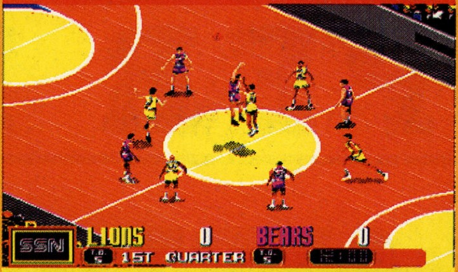


HELICOPTER
Multiple aerial spins followed up with a reverse dunk.



ALL STAR SLAM
A spinning take-off followed by a more traditional slam.

ALTERNATIVELY



DAVE ROBINSON'S SUPREME COURT BASKETBALL

PRICE: £39.99

BY: SEGA

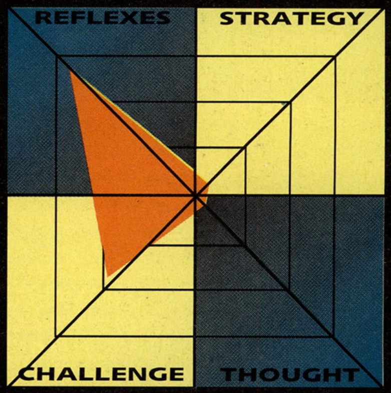
In a slightly different vein to Jordan vs. Bird, this game actually involves team competition. Good fun, especially in two–player mode.

MEGATECH RATING:83%

MARK'S COMMENT

Correct me if I'm wrong, but I thought basketball was a game played by two teams of five extremely tall men each, so when you get a game like this which is one-on-one the excitement potential is reduced by four fifths. The truth of this is revealed in the head-to-head game, which I found exceedingly boring. After a few games I'd learned half a dozen tactics that would enable me to sink a basket from almost any situation. The slam-dunking is the high point of this dismal game, but even then the excitement-level is equivalent to dunking a rich-tea in your cuppa – as the timing of the jump is almost the same for every move. Most tragic is the three-pointer non-event. Despite looking better than the other two, this section takes repetitiveness to a new level, there's no extra challenge from shooting from the different positions and once you've built a steady rhythm it's easy to score with every ball. For a decent, and moderately realistic basketball sim, check out Dave Robinson's Supreme Court Basketball, reviewed on page 38.

JORDAN vs. BIRD



% RATINGS

0 50 100

PRESENTATION

76%

OPTIONS GALORE, AND TWO DIGITISED BASKETBALL PUNDITS.

GRAPHICS

70%

GENERALLY ATTRACTIVE, BUT LET DOWN BY THE ONE-ON-ONE GAME.

SOUND

74%

SAMPLED TRAINER SQUEAKS, AND LOUD SLAMS WHEN THE BALL HITS THE FLOOR.

SHORT TERM PLAY

73%

EXPLORING THE THREE GAMES KEEPS YOU GOING FOR A LITTLE WHILE.

LONG TERM PLAY

52%

THE EVENTS ARE SO SIMPLE, THEY CAN BE MASTERED WITH EASE.

MEGATECH RATING

51%

BORING AND EASY. A LESSON IN HOW NOT TO PRODUCE A BASKETBALL GAME.

FORMAT
8
M-BIT

REVIEW

SUPER MONAC

BY SEGA

PRICE: £49.99

PLAYERS: 1

GAME TYPE: DRIVING

CONTINUES: BATTERY BACKED

SKILL SETTINGS: 2

AYRTON SENNA'S
SUPER
Monaco GP
II
TM
© 1992 SEGA

Super Monaco GP is without a doubt one of the most successful games on the Megadrive, and not being the kind of people to let go of a good thing, Sega set about producing the sequel.

It could of just been called Super Monaco GP 2, but the licensing department raided their store of Blankety Blank cheque books and pens and proffered a sizable sum of cash to formula one world champion Ayrton Senna, to appear in the game and offer some advice on ITS design. So now we have Ayrton Senna's Super Monaco GP 2.

According to Sega he was 'almost a regular member of the design team'. Certainly Ayrton appears in the form of loads of digitised piccies and pops up with comments on tracks and race performances, it also features his own private course with scenery which is a reproduction of the actual real-life view.

AYRTON VS MONACO

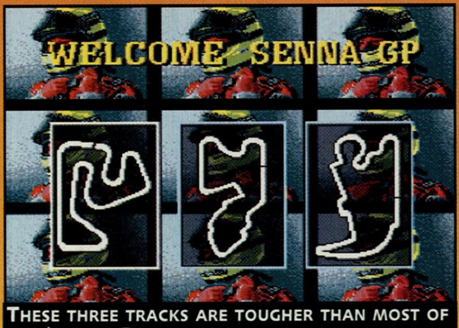
Obviously comparisons have to been drawn between Super Monaco GP and Senna's, although initially there seems to be very little separating the two games. The graphics are extremely similar, and you'd be forgiven for confusing the two games when looking at static screens. The biggest improvement in Senna's, though, is the impression of speed which is much better than that of its predecessor. This is due to the road-side objects and the red and white track sidings updating much faster and more smoothly. Some tracks also have light-coloured bands running across the tarmac, which further add to the effect.

There are also some graphic extras which include bridges over the tracks, hills and rain, which falls heavily at first and eases up during the course of the race.

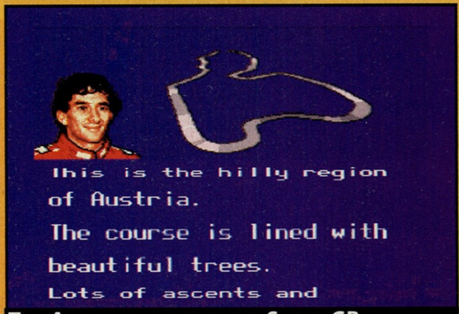
One very important new feature is the inclusion of a battery save option. Now you can store six championship campaigns on the cartridge rather than jot down zillions of codes.

2ND 0'03
L.DUFAY
4TH 0'05
6TH 0'07
8TH 0'09
10TH 0'1
12TH 0'1
14TH 0'1
BRIAN
16TH

THE SENNA THE BETTER



These three tracks are tougher than most of the `grand Prix circuits.

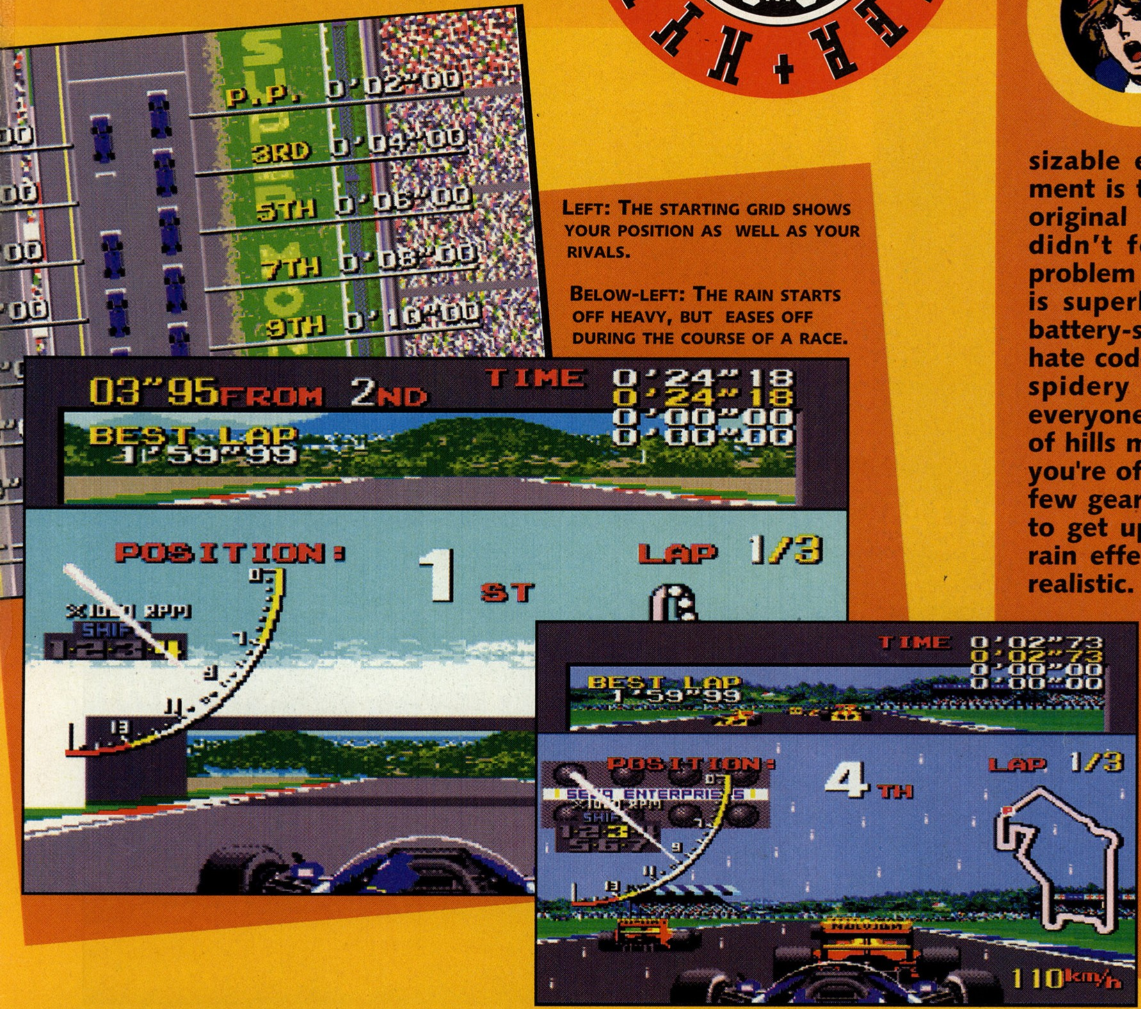


This is the hilly region of Austria.
The course is lined with beautiful trees.
Lots of ascents and

The Austrian track in the Senna GP tests your gear changing skills.

In addition to the world the championship there's the Senna GP. In it you race on three tracks selected by the man himself, one of which is a go-kart track he had built on his ranch in Brazil (with scenery based on the actual views from the place). These tracks are designed to test the best drivers and have more turns and tighter corners than you'd find on the championship courses. There's also an overview of the circuits with the tracks shown in 3D-rotate-o-vision, plus a few words from Ayrton to notify you of the hazards. These act as handy training grounds as they include most of the features that you find in the full Grand Prix, and you can also practice against the other fifteen cars.

O GP 2


P.P. 0'02"00
3RD 0'04"00
5TH 0'06"00
7TH 0'08"00
9TH 0'10"00
03"95 FROM 2ND
TIME 0'24"18
0'24"18
0'00"00
0'00"00
BEST LAP
1'59"99
POSITION:
1 ST
LAP 1/3
×1000 RPM
SHIFT
TIME 0'02"73
0'02"73
0'00"00
0'00"00
BEST LAP
1'59"99
POSITION:
4 TH
LAP 1/3
SEGA ENTERPRISES
110km/h

Left: The starting grid shows your position as well as your rivals.

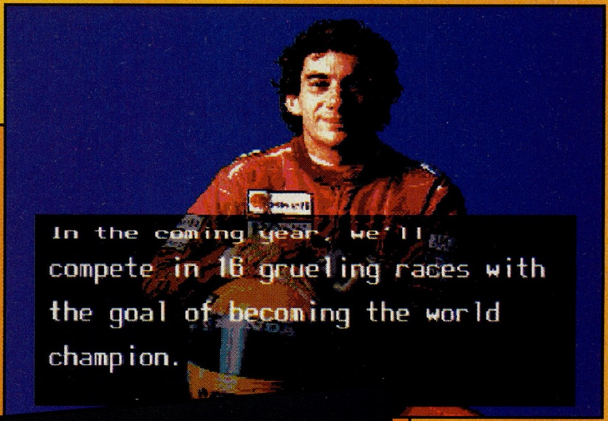
Below-left: The rain starts off heavy, but eases off during the course of a race.

MARK'S COMMENT

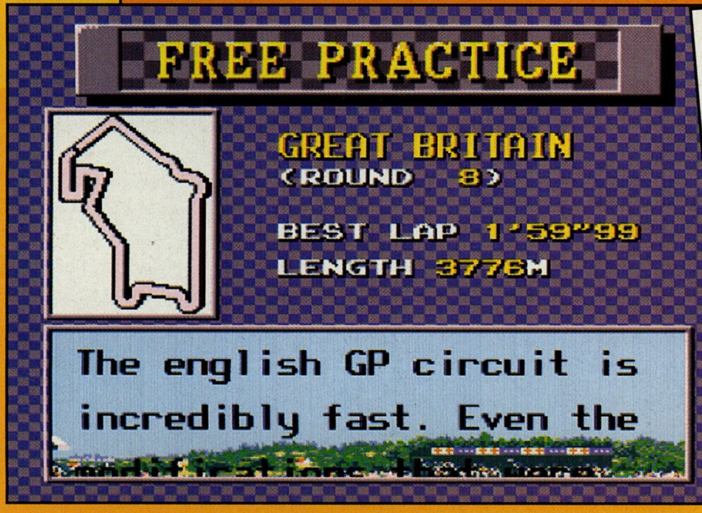
To start with this seems uncomfortably similar to the original Monaco GP. But after playing the two games back to back, it's obvious that this game has more than a sizable edge. The notable improvement is the speed. My gripe with the original Monaco GP was that it just didn't feel fast enough, that's no problem with Senna's though, which is superbly smooth and pacey. The battery-save is also a massive help, I hate code systems, partly because my spidery handwriting is illegible to everyone–including me. The addition of hills makes a massive difference as you're often forced to change down a few gears so you have enough power to get up them. This, along with the rain effect, make the game far more realistic. Ayrton's cameo appearances also bring the various elements of the game together, making a nice tight package–all that's missing is a digitised Murray Walker and James Hunt. If you haven't got the first Super Monaco game, this is the one to buy. If you do own the first one, you might be a little disappointed with the similarity between the two.

AYRTON'S ADVICE SHOP

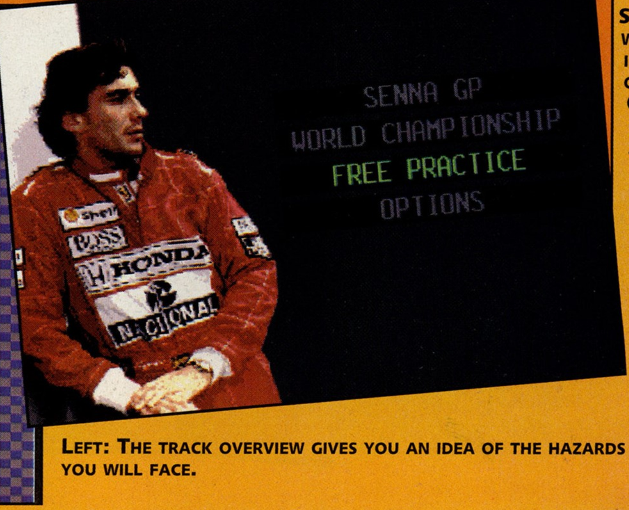
According to Sega, Ayrton's involvement with the game went much further than posing for a few pictures. He had several meetings with the design team to discuss ideas and offer suggestions as to how to make the game more realistic. In return the programmers were allowed into the pit at last year's Suzuka GP, where Senna won the world championship.



In the coming year, we'll compete in 16 grueling races with the goal of becoming the world champion.


FREE PRACTICE
GREAT BRITAIN
(ROUND 8)
BEST LAP 1'59"99
LENGTH 3776M

The english GP circuit is incredibly fast. Even the


SENNA GP
WORLD CHAMPIONSHIP
FREE PRACTICE
OPTIONS

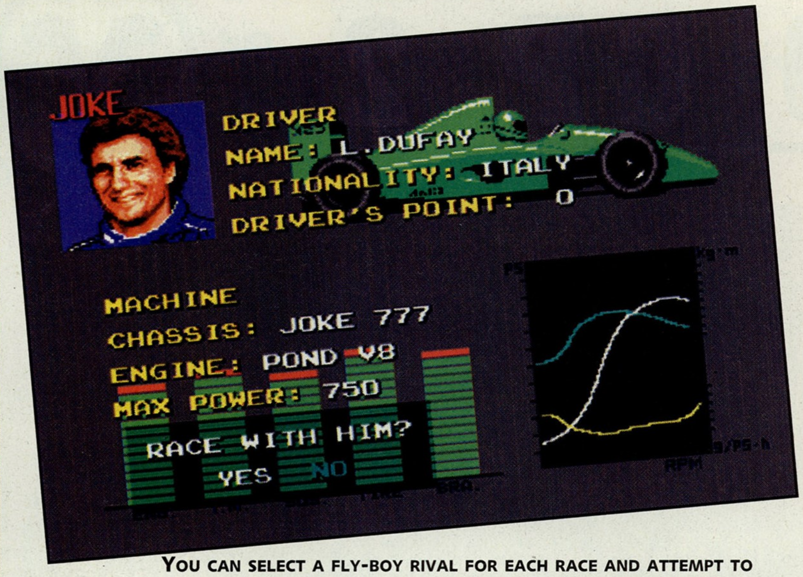
Senna (complete with sponsorship) is plastered all over the game. Occasionally he crops up with advice which applies more to real life than the game, but is interesting all the same.

Left: The track overview gives you an idea of the hazards you will face.

CHAMPIONSHIP RUN

As in real life, 16 races make up the championship season. These take you all over the world from Silverstone to Australia, South America, the States and around Europe. Ayrton's on hand to give you his personal comments on each course, and what to look out for. When the race comes around you can choose to warm-up on the track, or go straight to the qualifying race, where you do a solo lap, the time of which determines your position on the starting grid. Ayrton also competes, and, funnily enough, nearly always seems to come in first or second.

If you're not prepared for the full grand prix, there's a practice mode which lets you take your car to any of the sixteen tracks and race solo, or with other cars. If you choose to have some opponents you can also select your position on the starting grid, so you can practice fast starts.



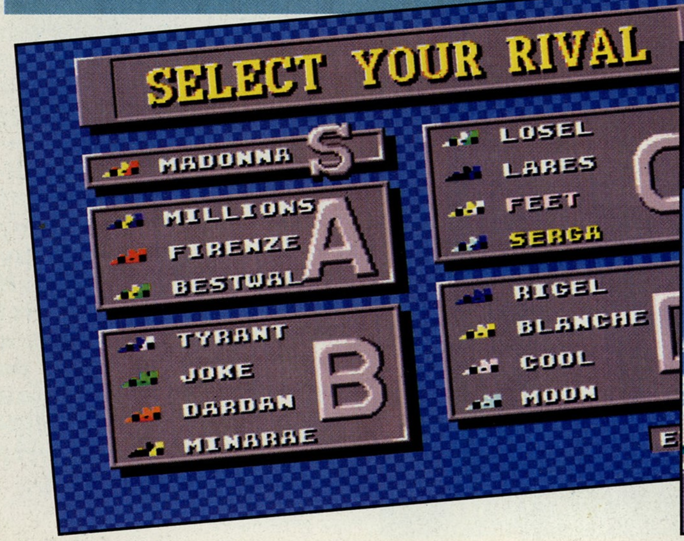
JOKE

DRIVER
NAME: L.DUFAY
NATIONALITY: ITALY
DRIVER'S POINT: 0

MACHINE
CHASSIS: JOKE 777
ENGINE: POND V8
MAX POWER: 750

RACE WITH HIM?
YES NO

YOU CAN SELECT A FLY-BOY RIVAL FOR EACH RACE AND ATTEMPT TO CROSS THE FINISH LINE AHEAD OF HIM, OR SUFFER HOURS OF HUMILIATION ROLLING IN BEHIND HIM. ALTERNATIVELY YOU CAN PLAY IT SAFE BY SELECTING A RIVAL WITH A POOR CAR WHO HAS A HARD TIME FINISHING THE RACE, LET ALONE BEATING YOU.



SELECT YOUR RIVAL

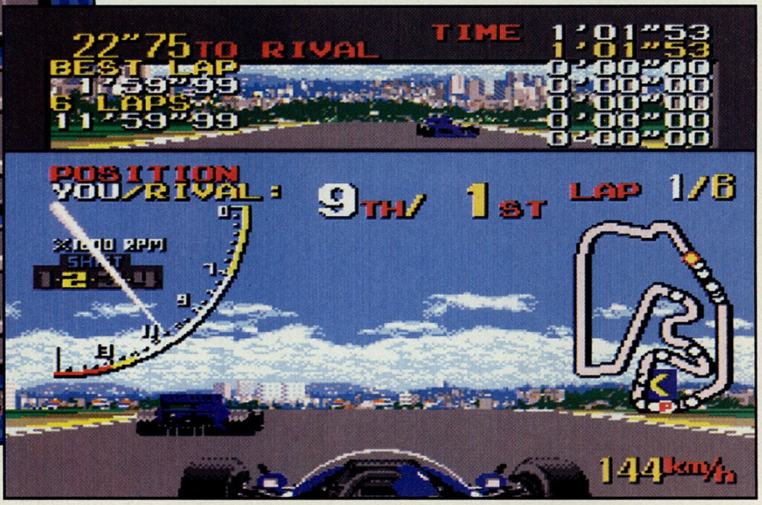
S
MADONNA

A
MILLIONS
FIRENZE
BESTWAL

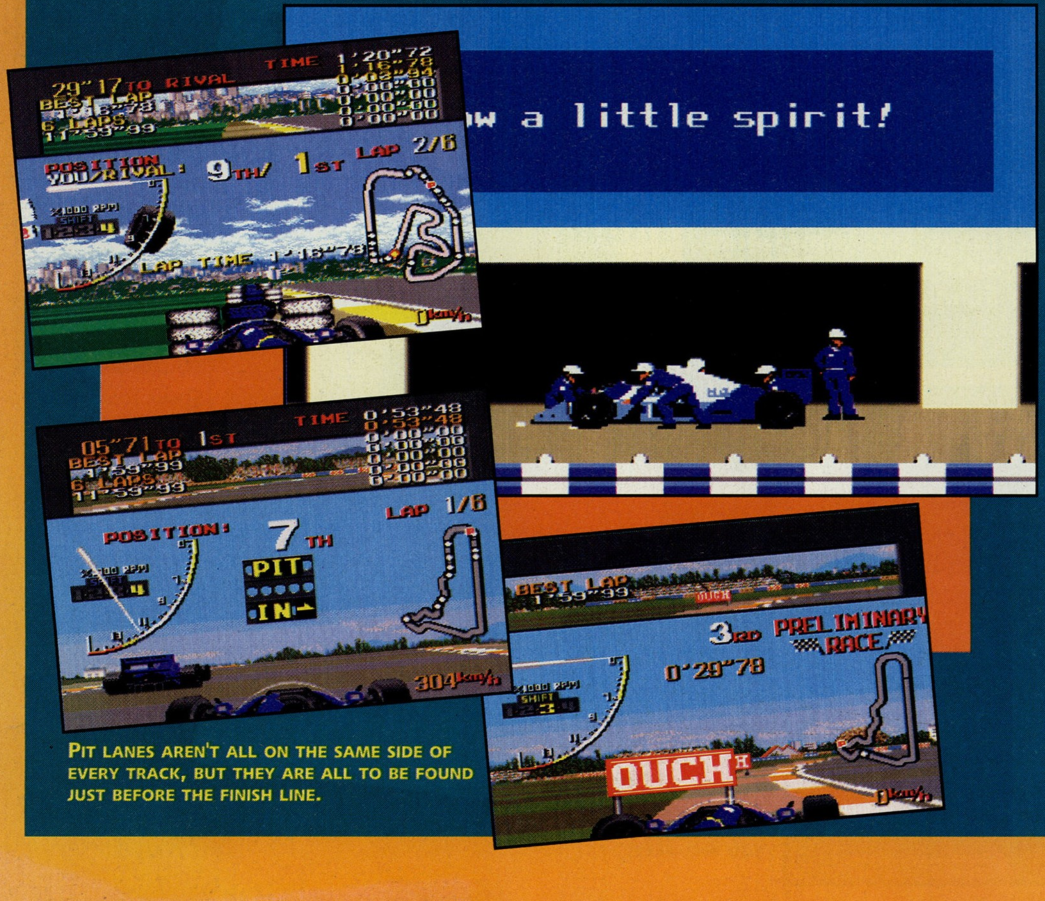
B
TYRANT
JOKE
DARDAN
MINARAE

C
LOSEL
LARES
FEET
SERGA

D
RIGEL
BLANCHE
COOL
MOON



22"75 TO RIVAL
TIME 1'01"53
1'01"53
BEST LAP
1'59"99
6 LAPS
11'59"99
0'00"00
POSITION
YOU/RIVAL: 9TH/ 1ST
LAP 1/6
×1000 RPM
SHIFT
144km/h



29"17 TO RIVAL
TIME 1'20"72
1'16"78
BEST LAP
6 LAPS
11'59"99
POSITION
YOU/RIVAL: 9TH/ 1ST
LAP 2/6
LAP TIME 1'16"78
0km/h
w a little spirit!
05"71 TO 1ST
TIME 0'53"48
BEST LAP
1'59"99
6 LAPS
11'59"99
POSITION: 7TH
LAP 1/6
PIT
IN
304km/h
BEST LAP
1'59"99
OUCH
3RD
PRELIMINARY RACE
0'29"78
SHIFT
OUCH
0km/h

PIT LANES AREN'T ALL ON THE SAME SIDE OF EVERY TRACK, BUT THEY ARE ALL TO BE FOUND JUST BEFORE THE FINISH LINE.

IT'S THE PITS

For all their speed, formula one cars aren't the most durable things on the road. During the course of a long race bad gear shifts, running off the track and hard breaking take their toll, so if your car starts playing up you can either hope it has enough power to keep going, or make a pit stop. The pit is located just before the finish-line and once you've pulled into it all you have to do is sit back and watch the mechanics at work. The more damage the car has suffered the longer it takes for them to repair. You only learn how far behind you've fallen when you leave the pit-lane and rejoin the race.

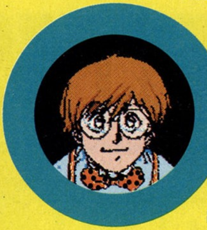
TOTALLY PICTABULOUS

HONDA
NACIONAL
© 1992 SEGA

ONE OF THE MANY DIGITISED SHOTS OF AYRTON.

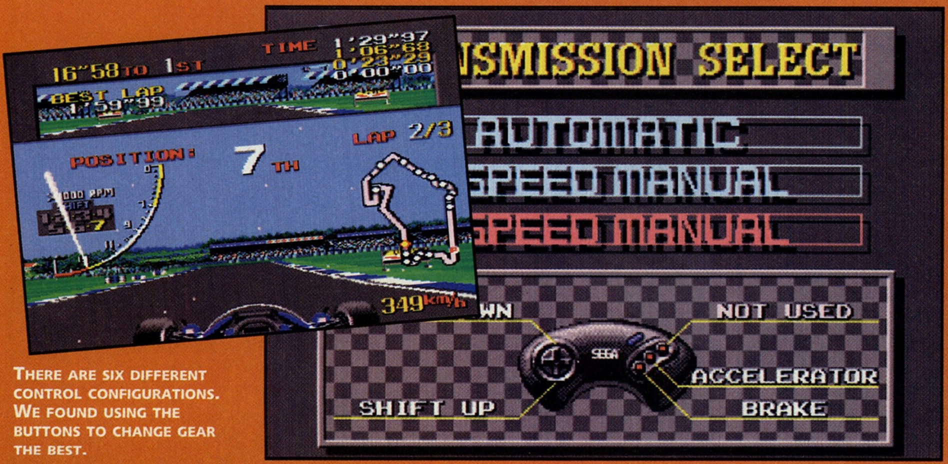
Senna GP features some of the highest-quality digitised pictures we've seen on the Megadrive, although they're all of Ayrton, who, being a geezer (who looks a bit down in the dumps in many of them), doesn't really appeal to us.

PAUL'S COMMENT



Although I enjoyed Super Monaco GP, I didn't really expect much from this sequel because there didn't seem to be room for much improvement. However, I must admit that the extra features do make this the better game of the two. The cars drive much the same as they did in the first game, but touches such as the hills (which slow the car down as you go up them and speed it up as you go down the other side), the rain, the bridges over the road, the battery back-up, the Senna commentary and the choice of three tracks in the Senna GP really added to my enjoyment of the game. Having said that, you'd have to be a real driving game nut to spend £50 on Super Monaco II if you already own the original, but for newcomers this is the perfect choice.

ALL GEARED UP



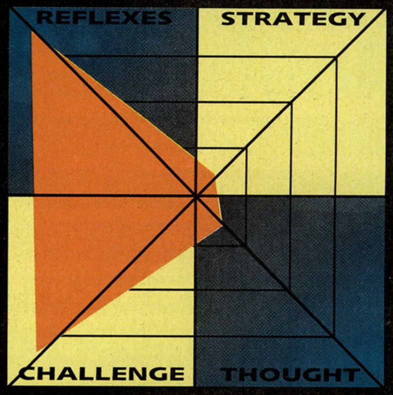
THERE ARE SIX DIFFERENT CONTROL CONFIGURATIONS. WE FOUND USING THE BUTTONS TO CHANGE GEAR THE BEST.

There are three different types of control method, automatic gears, four speed and seven speed. Automatic mode is far easier to control as all you have to worry about doing is steering and accelerating. Although this makes driving easier, the car isn't as fast as its manual-gearbox counterparts.

The four-gear car is marginally faster than the automatic one, but with it comes the added task of changing gears. There's a rev counter in the top corner, and when the needle hits 10,000 it's time to shift up, likewise when it drops below 5,000 you have to shift down. In the centre of the counter is an indicator which lights up to show you the best time to change, although it's easy to gauge it from the counter and the engine sound. Of course, four gears are a bit Skoda-ish, so there's a super-fast seven gear mode for the professional driver. This makes shifting far more frequent, so driving is that bit more complicated, but the increased speed of the car makes it worthwhile.

The A and B buttons or the D-pad can be used to change gear, although we found that using up and down to change gears with left and right to steer leads to all kinds of accidental shift-malarkey. So we ended up either using the buttons on our Power Stick

SUPER MONACO GP 2



% RATINGS

0 50 100

PRESENTATION

91%

EASY TO FOLLOW WITH PLENTY OF FLASH INFORMATION SCREENS.

GRAPHICS

90%

GOOD IMPRESSION OF SPEED AND SOME EXCELLENT DIGITISED PICS.

SOUND

77%

GROWLING ENGINE EFFECTS AND SOME MEDIOCRE TUNES.

SHORT TERM PLAY

94%

MINIMAL FUSS TO GET INTO AND PLENTY OF ADVICE FOR NOVICE DRIVERS.

LONG TERM PLAY

92%

19 TRACKS, THREE DIFFICULTY LEVELS AND THE BATTERY SAVE SUOULD ENSURE MANY RACES.

MEGATECH RATING

93%

TAKES THE TROPHY FOR BEST DRIVING GAME ON THE MEGADRIVE.

FORMAT
4
M-BIT

DAVID ROBINSON'S SUP

BY SEGA

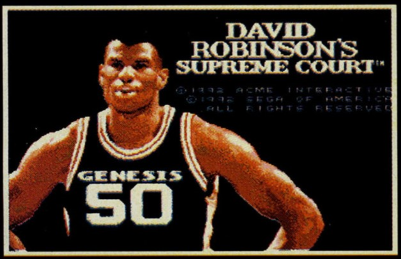
PRICE: £39.99

PLAYERS: 1–2

GAME TYPE: SPORTS

CONTINUES: 0

SKILL SETTINGS: 2



You need several attributes to qualify as a player in America's National Basketball Association – being over six and a half feet tall is essential as is having the right kind of trainers (preferably a brand endorsed by you), and a nickname like "Magic" or "Air".

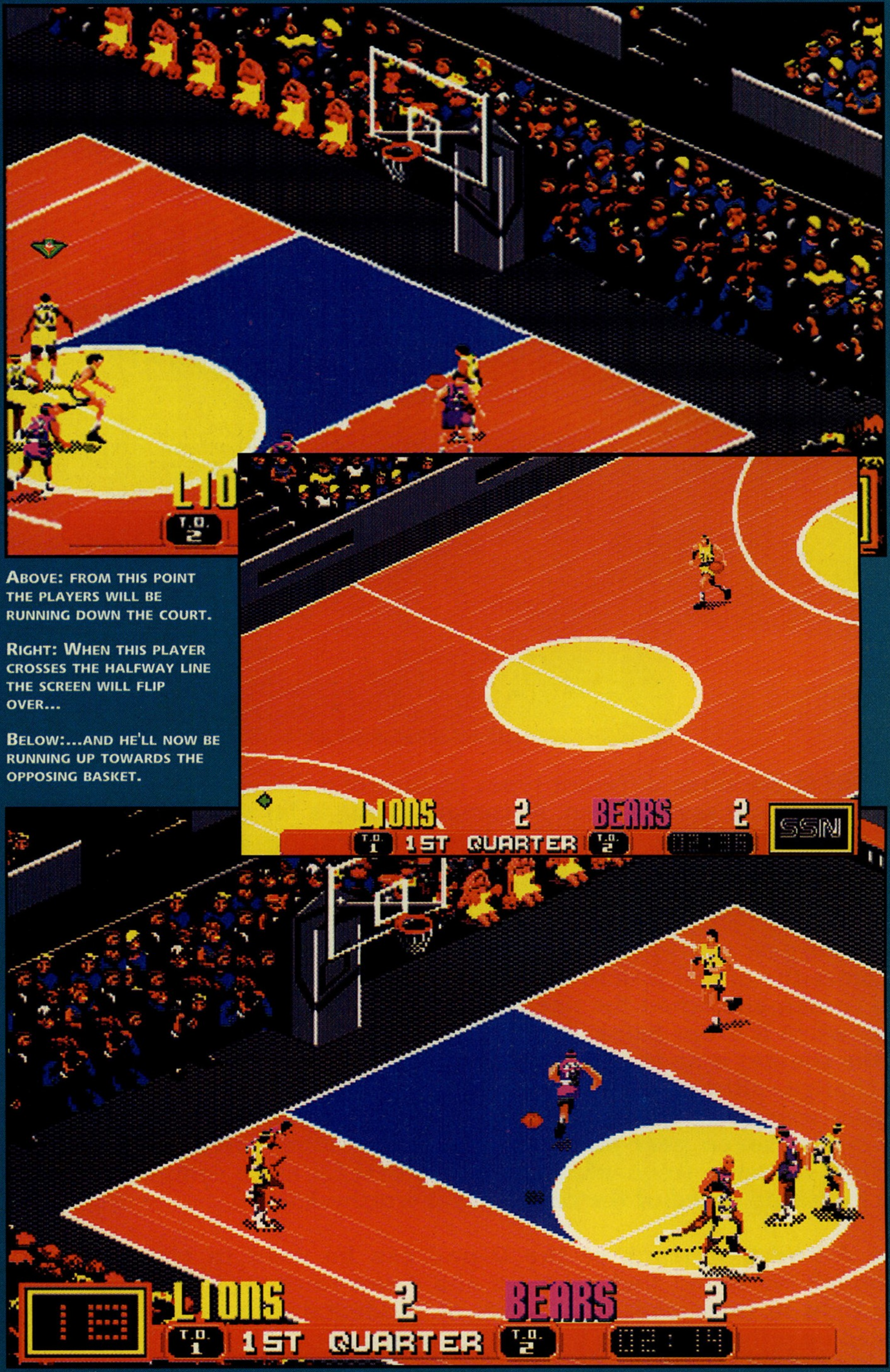
If you're ruled out of playing by an empty trainer fund, or retarded height you could always enter the big time in David Robinson's Supreme Court Basketball. Here you're given your very own basketball team to play with, so you can select the team from a database of twenty players, use substitutes and play in any position you want.

Two players can pit their squads against each other in head to head competition, or enter the Ultimate Challenge tournament and battle the computer teams in a series of matches to find the game's top squad, or play a single exhibition match as warm up.

FLIPPIN' ECK

The pitch runs at a 45° angle and is around three screens long. When the ball carrier crosses the half way line the screen flips over, so instead of running down the screen, he's now running up it. The effect can be quite confusing if you're not prepared for it. You can set it so the screen fades, rather than flips instantaneously, but the time delay is noticeably longer.

The advantage of having the screen flip this way is that it always gives you a clear view of the net. If the court just scrolled, the players would be obscured by the basket support at the bottom end.



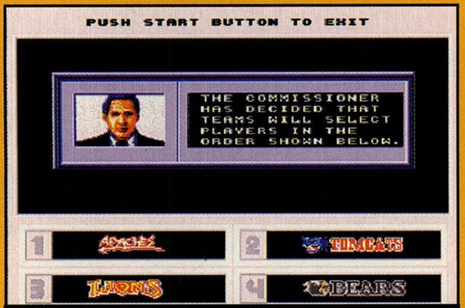
ABOVE: FROM THIS POINT THE PLAYERS WILL BE RUNNING DOWN THE COURT.

RIGHT: WHEN THIS PLAYER CROSSES THE HALFWAY LINE THE SCREEN WILL FLIP OVER...

BELOW:...AND HE'LL NOW BE RUNNING UP TOWARDS THE OPPOSING BASKET.

REME COURT BASKETBALL

TEAM TALK

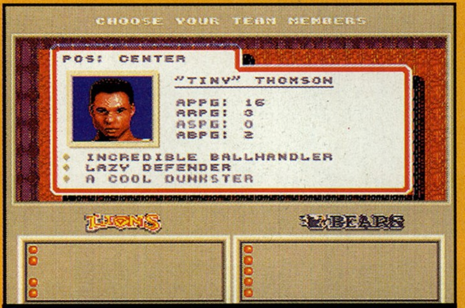


PUSH START BUTTON TO EXIT

THE COMMISSIONER HAS DECIDED THAT TEAMS WILL SELECT PLAYERS IN THE ORDER SHOWN BELOW.

1 APACHES
2 TOMCATS
3 LIONS
4 BEARS

The Megadrive randomly decides who gets the pick of the players first.



CHOOSE YOUR TEAM MEMBERS

POS: CENTER

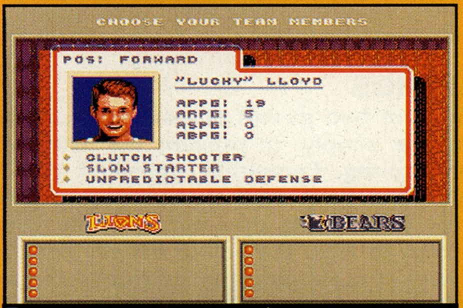
"TINY" THOMSON

APPG: 16
ARPG: 3
ASPG: 0
ABPG: 2

- INCREDIBLE BALLHANDLER
- LAZY DEFENDER
- A COOL DUNKSTER

LIONS BEARS

There are five positions to be filled with two guards, a centre and two forwards.



CHOOSE YOUR TEAM MEMBERS

POS: FORWARD

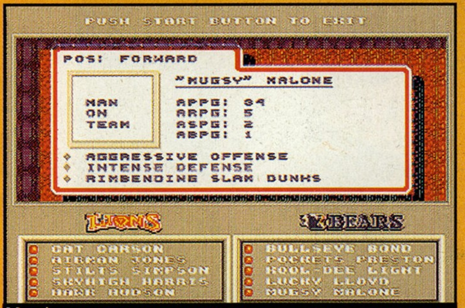
"LUCKY" LLOYD

APPG: 19
ARPG: 5
ASPG: 0
ABPG: 0

- CLUTCH SHOOTER
- SLOW STARTER
- UNPREDICTABLE DEFENSE

LIONS BEARS

Try to get one player who's an accurate shot beyond the three-point line



PUSH START BUTTON TO EXIT

POS: FORWARD

MAN ON TEAM

"MUGSY" MALONE

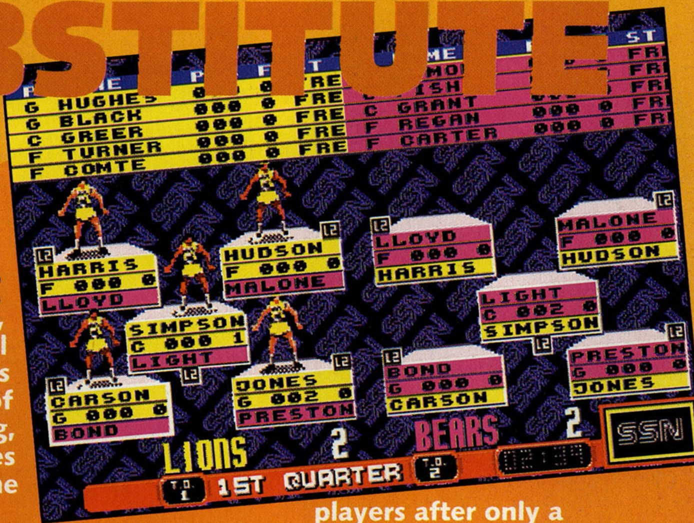
APPG: 34
ARPG: 5
ASPG: 2
ABPG: 1

- AGGRESSIVE OFFENSE
- INTENSE DEFENSE
- RIMBENDING SLAM DUNKS

LIONS	BEARS
CAT CARSON	BULLSEYE BOND
AIRMAN JONES	POCKETS PRESTON
STILTS SIMPSON	KOOL-DEE LIGHT
SKYHIGH HARRIS	LUCKY LLOYD
HANK HUDSON	MUGSY MALONE

You're better off picking your team yourself as the computer seems to select at random.

SUBSTITUTE



Among other things, basketball involves plenty of running, which tires out the players after only a short time. So it's handy that the teams also come with a fighting fit reserve squad of five men who can replace their first team counterparts at any time during the game. To do this you have to wait for the ball to go out of play, which happens when it runs off the court or when someone scores a basket, then hit pause. You can do this twice per quarter, which is more than adequate for resting your star forwards.

When you go to make a substitution you're shown a screen with pictures of each of your players, which are replaced with exhausted-looking duplicates to let you know that it would be a good idea to substitute them. The replacement players aren't as good, so it's best to bring back their counterparts as soon as they're sufficiently rested.

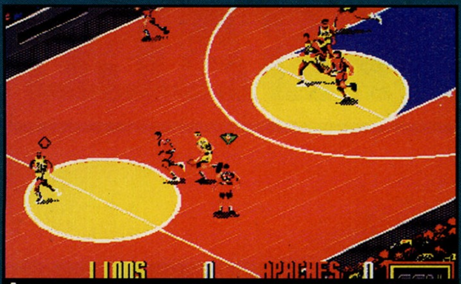
Your team is drawn from a pool of twenty players (who all have the obligatory humourous nicknames). The human and computer captains take it turns to pick their players, and just like a game of playground football, there are always the duffers that nobody wants to pick. In this case it's "Lucky" Lloyd, and "Pockets" Preston who are a curse to any team.

Most players are either fast and clumsy, or slow but skillful, likewise they're either good defensively or in the attack. So a certain amount of strategy is required to get the best mix of players for your team. If this all seems a bit much, hitting start instructs your Megadrive to choose for you.

MARK'S COMMENT

This doesn't have to go far to earn the accolade 'best Megadrive basketball game' with competition like Super Real Basketball (Sega's previous attempt at simulating this sport) and Jordan vs Bird, two games which are beaten hands-down by this one. The screen-flipping is a good idea in theory, but in practice it takes a lot of getting used to as going from running down the screen to up it in an instant is confusing to say the least. My major criticism is that the computer is too easy to beat, even in the Superstar mode. But there's always the two-player game, although "Fluke-master" Paul, who's the main human opposition here, is also easy to deal with (unless he has a run of jammy three-pointers). On the whole this is a very respectable sports sim that's a must for basketball fans, and is worth checking out even if you don't have much truck with the sport.

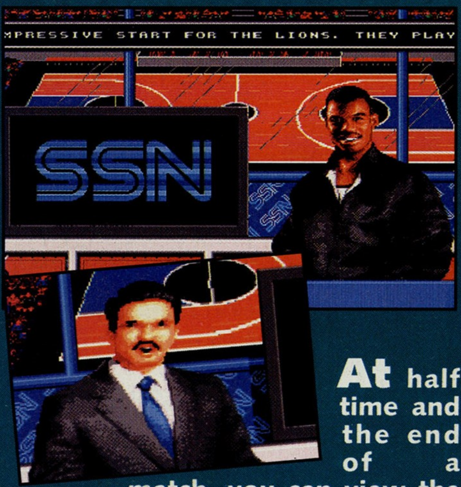
COURT OUT



Arrows denote human controlled players.

Controlling your player couldn't be easier. The D-pad moves him round the court, A makes him pass the ball and B makes him shoot. Pressing C switches control to another player, so you can always keep in the thick of the action. Alternatively you can select the option which ties you to one body, although this usually leads to that player being tired out very quickly as you run him into the ground from defence to attack in an attempt to run the game.

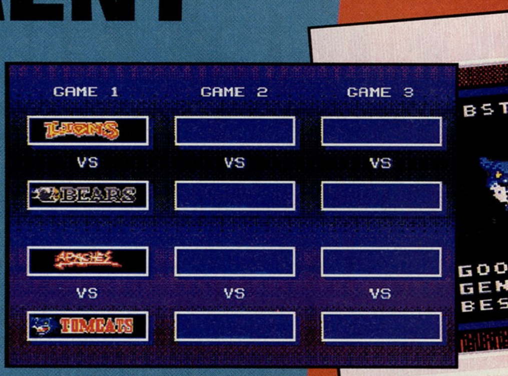
SAINT 'N GREAVSIE



At half time and the end of a match, you can view the comments of the Sega Sports Network (not at all 'inspired' by the Electronic Arts Sports Network which features in EA sports sims), which is hosted by Gil Godfrey, who looks like just about every other sharp-suited American sports show host. Alongside him is his co-host who's none other than David Robinson himself. Dave's on hand to provide advice and criticism to the two teams. Usually all he has to say is that the winning team has a 'rebounding advantage' and the losing team should concentrate on 'blocking out on the boards'. Whatever that means.

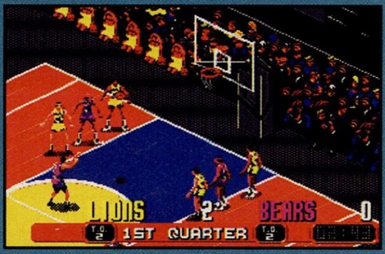
TOURNAMENT

When you're happy that basketball prowess matches that of the greats, you can enter the Ultimate Challenge Tournament. Here you face off against the other teams first in a league system, where the top four teams go through the semi-finals, which are played on a knock out basis. At this point the computer teams become more ferocious than ever, which means they go for more complicated plays and steal the ball more often. There's also a password system that lets you re-enter the tournament at the point where you were eliminated.



Winning two matches is sufficient to take your team through to the finals. Because the competition is more ferocious, you'll need to make greater use of your substitutes during the third and fourth quarters of a match.

FOUL!



CAPTION

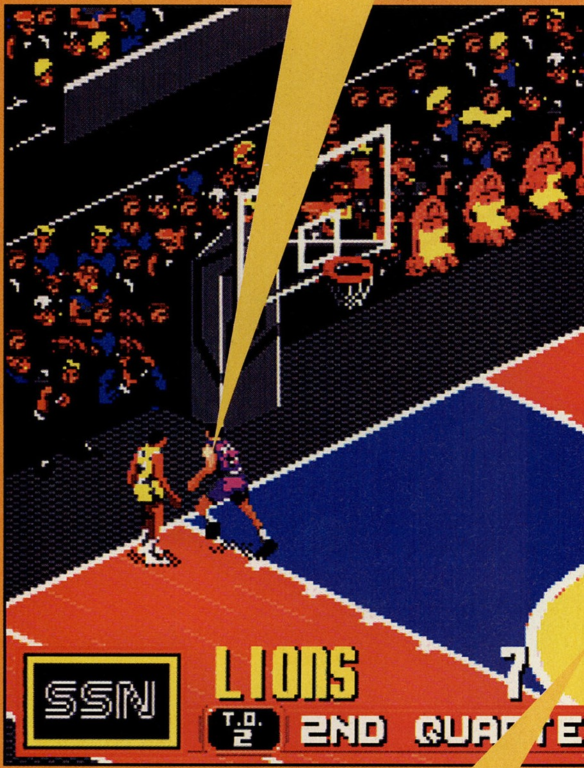
There are several types of fouls. Naturally most of them are called when two players collide. If the ball-carrying attacker is knocked by a defender, he gets two free shots at the basket. For this he stands inside the coloured circle opposite the net, and for the purposes of this game, a 'ghost' net drifts backwards and forwards past the real one and the player has to hit the B to throw the ball just at the two baskets overlap. Each successful shot earns the team a point.

Other fouls occur when the attacker runs into a defender, when a player holds onto the ball for more than thirty seconds and when a player moves while holding the ball. All these end up with the same penalty, and that's the opposing team being given possession of the ball.

THE COU

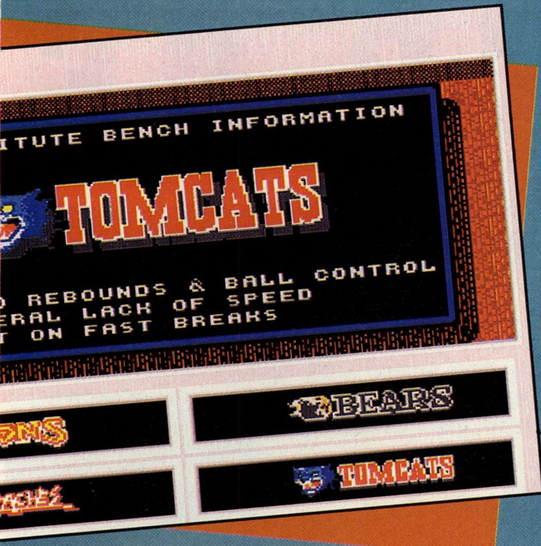
GUARDS

There are two guards on each team. Their jobs are, simply, to prevent the attackers from scoring. Computer controlled guards will spend most of their time jumping to block your shots and occasionally they attempt to steal the ball. It usually pays to control one of the guards yourself and attempt to steal the ball wherever possible.

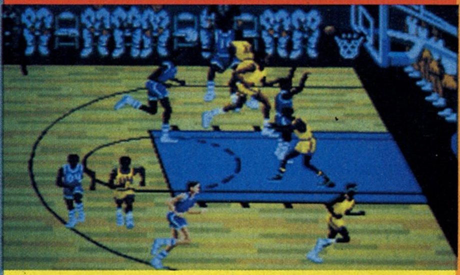


PENALTY CIRCLE

Funnily enough, this where penalties are taken from. A forward stands in the middle and has two attempts at scoring a basket.



ALTERNATIVELY



LAKERS vs. CELTICS

PRICE: IMPORT

BY: ELECTRONIC ARTS

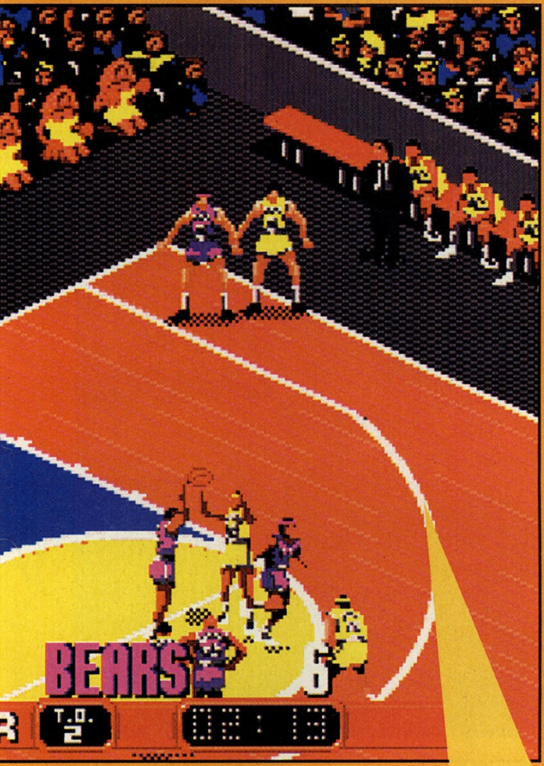
Very much like David Robinson's Basketball, actually; and about as good. Only problem is that it's difficult to get hold of these days.

MEGATECH RATING:82%

URT

SLAM DUNK

Provided an attacker has enough space, and is running towards the towards the basket, he'll try a slam dunk. These trick shots are unstoppable and always go in.



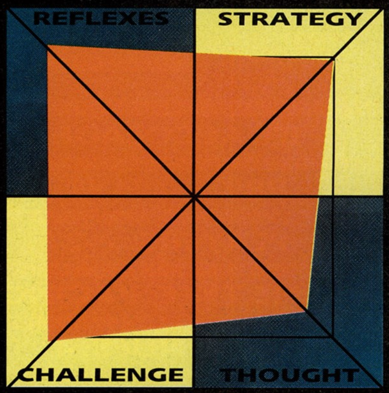
PAUL'S COMMENT

If there's one thing this game has proved to me, it's that Mark is a total girl when it comes to playing basketball games. There he was with hours of practice under his belt when I came along and bust his bottom with my novice long-shot skills. Yep, I certainly enjoyed this game; it looks good and it's even more fun to play than my previous favourite basketball sim, Lakers vs Celtics, though it doesn't feel quite as realistic for some reason. Mysteriously I didn't have any problem with the flipping screen at all, but I found defending very difficult to manage because stealing and blocking shots is really tricky to get the hang of, especially as the game doesn't automatically switch control to the player nearest the ball. Having said that, it doesn't make it too difficult to wipe out the computer teams, so make sure you have another player on hand to thrash afterwards. Speaking of which, where's Mark? Time for another conquest, I think.

THREE POINT AREA

If a basket is scored from outside this area it counts for three points. The difficulty comes from distance and timing. For a really accurate shot you have to stop with the ball, hold down the shoot button to make your player jump, then release it as late as possible to throw the ball. Hold onto it too long and he'll land with the ball, which counts as a travelling violation. In addition, stopping with the ball invites one of the opposing players to come and steal it. It's worth risking long shots when there are only a few seconds on the clock, as it's possible to score a basket by shooting from your own three-point area.

DAVID ROBINSON'S SUPREME COURT BASKETBALL



% RATINGS

0 50 100

PRESENTATION

81%

LOTS OF OPTIONS AND PLAYER STATISTICS.

GRAPHICS

86%

EXCELLENT SCREEN LAYOUT AND ANIMATION.

SOUND

77%

DIGITISED APPLAUSE, TRAINER SQUEAKS, AND A BIT OF BACKGROUND MUSIC.

SHORT TERM PLAY

85%

FAST AND VERY EASY TO GET INTO, THOUGH THE FLIPPING SCREEN TAKES A LITTLE GETTING USED TO.

LONG TERM PLAY

80%

MASTERING THE MEGADRIVE TEAMS IS SIMPLE.

MEGATECH RATING

83%

THE BEST BASKETBALL GAME ON THE MEGADRIVE.

SUPER OF

BY ACCOLADE

PRICE: £24.99

PLAYERS: 1–2

GAME TYPE: RACING

CONTINUES: 4

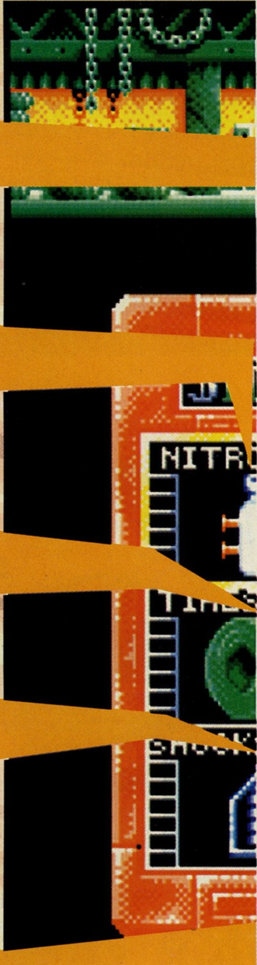
SKILL SETTINGS: 0

SUPER
OFF ROAD

When people think of motor-racing they often conjure up images of sleek formula one cars driven by clean cut drivers with more sponsorship than sense. Off-Road Racing couldn't be further removed from this. The cars, or rather the hulking great 4x4 trucks, are driven by hard-bitten, rough-neck drivers, who like nothing better than to run their opponents off the track.

Super Off-Road is a conversion of an old Leland coin-op (circa 1989) which was never a big hit in the arcades but proved quite popular in its numerous computer and console forms. Money and glory are the goals in this smash 'n' crash race game, and to achieve them you just have to cross the finish line ahead of your three rivals, one of which can be controlled by a second human player. Finish in the first three and cash and bikini-babes are thrust into your hands. You can then take your winnings (the cash, not the women) off to the local speed-supermarket and squander them on customising your vehicle.

GARAGE SALE



ACCELERATION

For $80,000 you can give your vehicle a jump start by boosting its acceleration. Reaching top speed fast is essential on courses with water traps and ramps which slow your car right down. These also come in handy for speeding out of corners.

NITROS

Nitros are the cheapest attachment for your car, retailing at a mere $10,000 per unit. These one-use devices give your truck an extra kick of speed when activated. There's no limit to the amount you can buy, or collect.

WHEELS

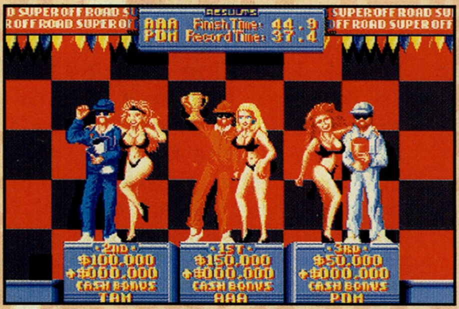
The second cheapest item at $40,000 are extra wheels. These give you better handling around corners and increased speed through water. You're better off buying extra speed and acceleration first, as the wheels come in more useful on the later levels.

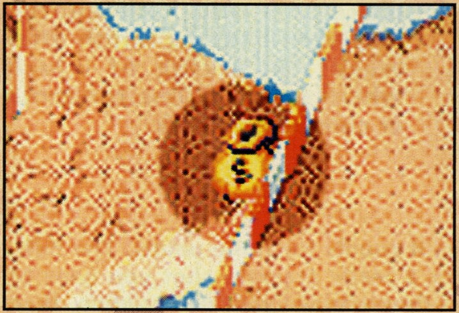
SUSPENSION

For riding the rough on tracks you have to have a good suspension system. For just $60,000 you can upgrade your springs for a faster drive over the bumps. Again, the tracks get rougher later on, so make sure you have upgraded this area at least twice by the fifth race.

SPEED

This is usually the first thing people go for, and it's the most expensive at $100,000. It's wise not to waste too much money boosting your speed as there are few straight sections of track where you can make good use of the increased engine power.


RESULTS
AAA Finish Time 44.9
PDH Record Time 37.4
2ND $100,000 +$000,000 CASH BONUS TAM
1ST $150,000 +$000,000 CASH BONUS AAA
3RD $50,000 +$000,000 CASH BONUS PDH

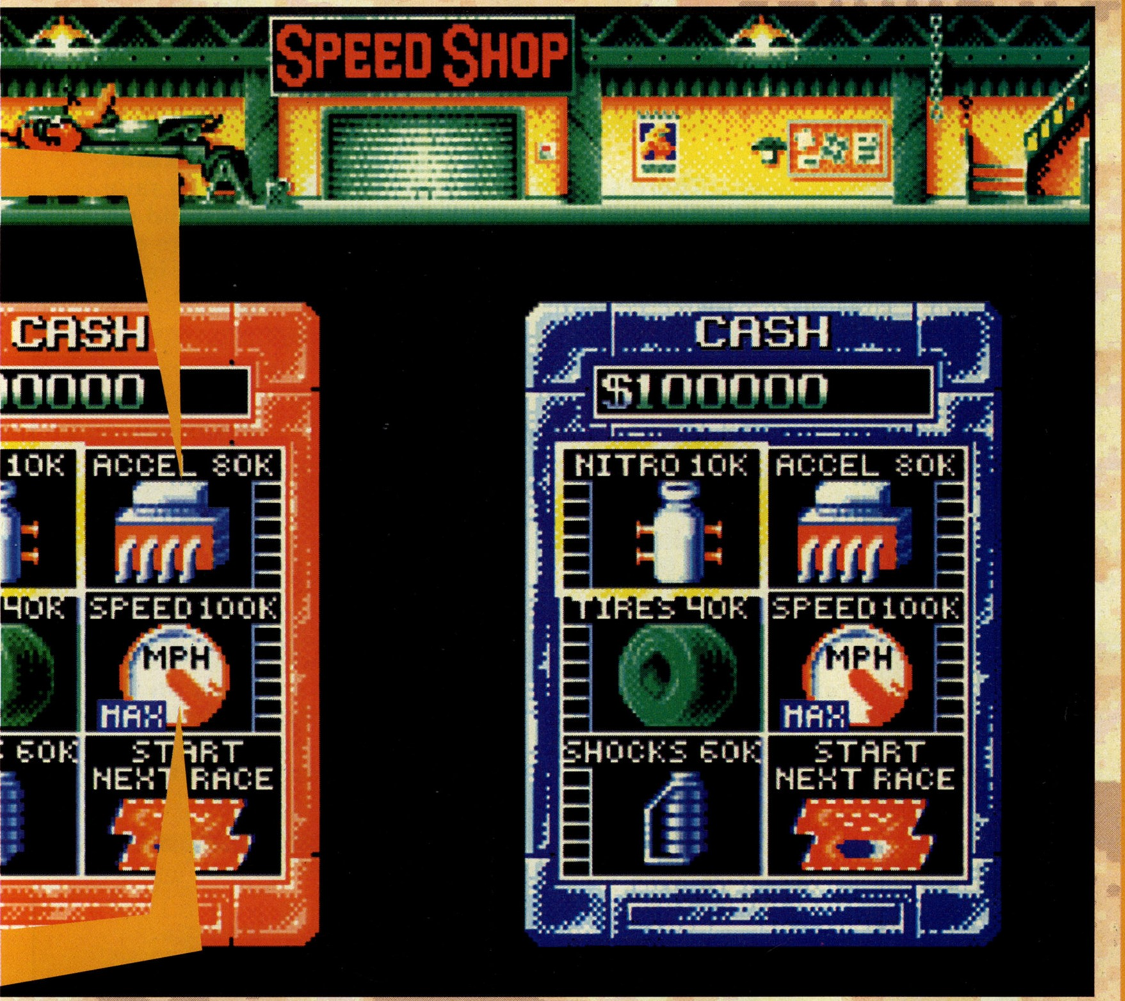


Above: Collect sacks of money to top up any winnings you earn

Right: Extra nitros also litter the track, so there's one less item to buy.

It's not only pride you're racing for, there's also cash. Come first, second or third in a race and you'll receive respectively $150,000, $100,000 or $50,000 for your efforts. You can then off-load your wallet on a mechanic who'll customise your rig in the speed shop. There are four areas of the truck that can be upgraded a maximum of six times to increase your vehicle's performance, and disposable nitro boosters can be fitted to give it that extra turn of warp speed.

F—ROAD


SPEED SHOP
CASH
00000
10K
ACCEL 80K
40K
SPEED 100K
MPH
MAX
60K
START NEXT RACE
CASH
$100000
NITRO 10K
ACCEL 80K
TIRES 40K
SPEED 100K
MPH
MAX
SHOCKS 60K
START NEXT RACE

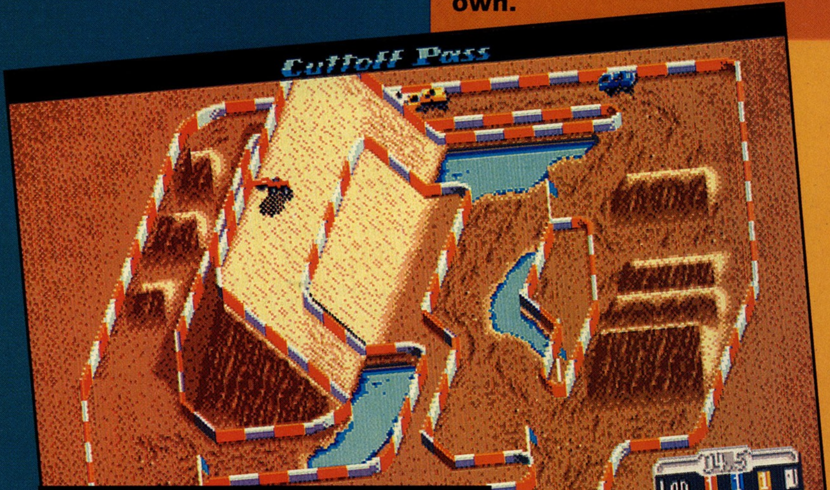
MARK'S COMMENT

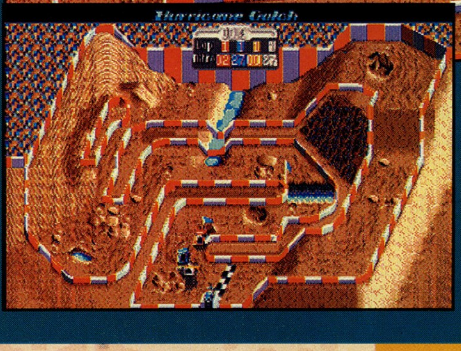
Out of the different home computer versions of this game I've seen (Amiga, ST and Super NES), this is without a doubt the best. It has the most tracks and the best graphics (although there's not much you can do with micro-machine sized trucks on brown backgrounds), but like the other versions it wound me up something rotten. When your car gets bumped off the track, the race is as good as over, there's no chance of catching up and after the tenth level, regardless of how much I'd tarted up my truck, the computer vehicles always seemed that bit faster (probably something to do with the fact that the computer car had mysteriously amassed 99 nitros) than my car. Damn annoying, and it happens every game. I also found it grew a bit boring after I'd completed the first sixteen tracks, and the only thing that kept it interesting was the two-player game. If you were a fan of the coin-op, you couldn't ask for a better conversion. If not keep this on your secondary purchases list, especially if you're going to be playing on your own.

TRUCKING AROUND

Driving the truck is easier than you might think. Pushing left and right on the D-pad steers it, and the accelerator and nitro buttons are selectable at the start of the game. But this is no drive in the country. The other three cars are also out for victory, and there's nothing in the rules that says you're not allowed to run into another vehicle, although ramming other cars often proves counter-productive, usually leaving your truck facing the wrong direction while the others hare off. There's no reverse gear either, so taking a wrong turn, or running off the track, often costs the race as it takes ages to turn the car through 180°.

SPEED SHOP
PLAYER 1
CHOOSE BUTTON FOR ACCELERATION
A B C

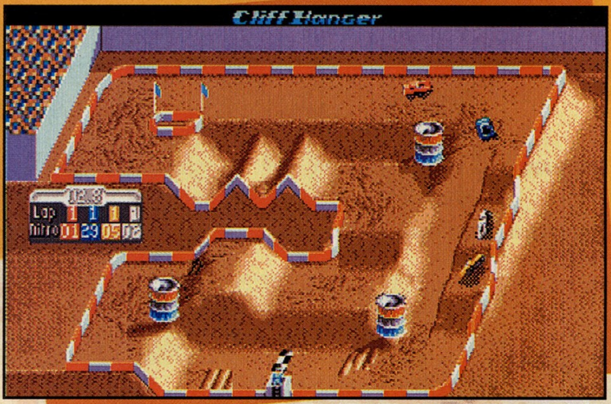

Cutoff Pass
Lap
Nitro


Hurricane Gulch

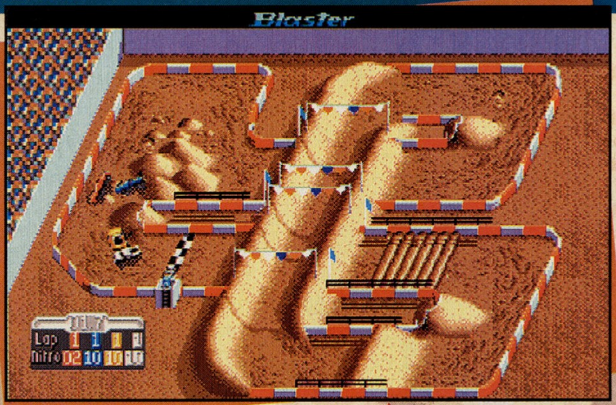
SHORT CUTS ARE FOR THE DESPERATE. IF YOU'RE AHEAD IT'S NOT WORTH RISKING CUTTING CORNERS AS THESE TIME-SAVERS ARE A LOT TOUGHER THAN THE NORMAL ROUTES.

TRACK-ATTACK

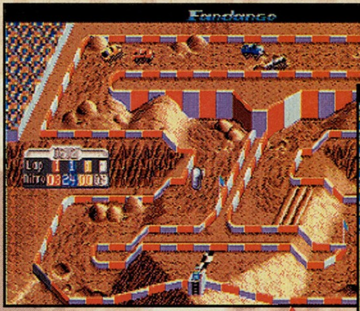
There are sixteen progressively tougher tracks to complete and once you've finished them all once, you get to go through them all again, but in the opposite direction. Not surprisingly, the computer cars get steadily faster with each race and some of them (the silver one especially) seem to have an unlimited budget for buying extra nitro injectors!


Cliff Hanger
Lap
Nitro

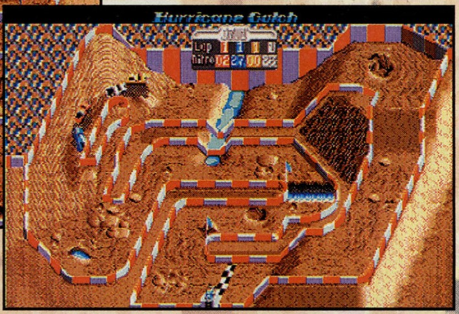
▲ CLIFF HANGER
There's not much room to manoeuvre, so save your nitros for the hill to help you build up speed, or take the lead.


Blaster
Lap
Nitro

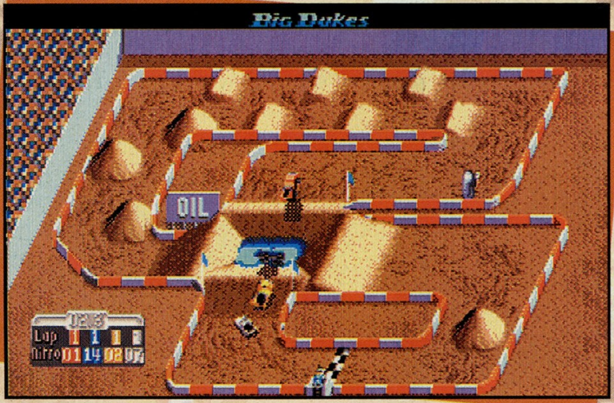
▲ BLASTER
An easy course to start you off. Crashing into cars going down the middle-straight while you're jumping it is the only hazard on this track.


Fandango
Lap
Nitro

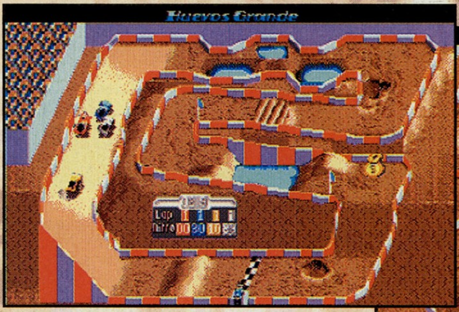
FANDANGO ▲
Again, you're a bit short of room on this track so be careful not to get caught up with the pack other wise you might spin-out and end up facing the wrong way.


Hurricane Gulch
Lap
Nitro

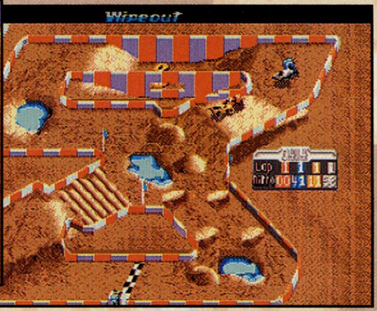
HURRICANE GULCH
There's a short cut on the left, but it is fiddly, and unless you've improved your tyres you won't be able to turn in time to reach it.


Big Dukes
OIL
Lap
Nitro

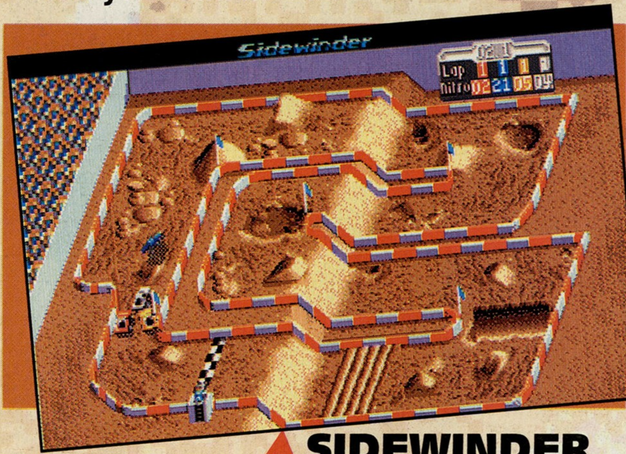
BIG DUKES ▲
Another easy track, try to steer around the water in the middle – going through it will slow you down no end.


Huevos Grande

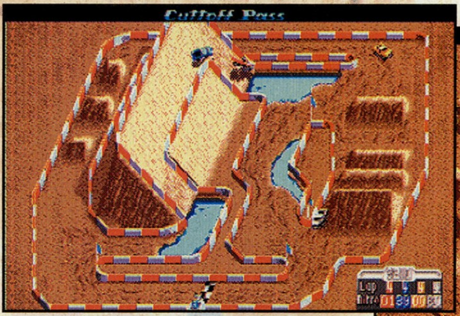
HUEVOS GRANDE ▲
A real tester. Save the nitros for clearing the water, don't waste them trying to make up ground on the straight, only engine power applies there.


Wipeout
Lap
Nitro

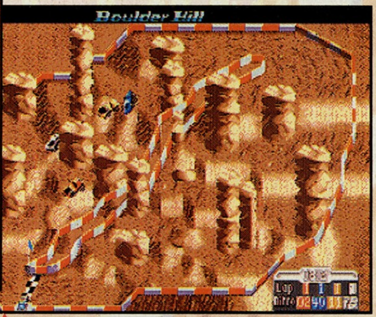
▲ WIPEOUT
This isn't a difficult track. Remember to steer around the water, the computer cars don't, so you should win this comfortably.


Sidewinder
Lap
Nitro

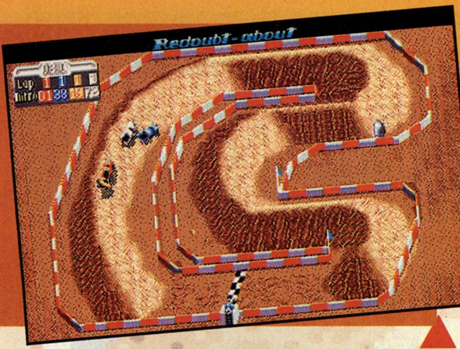
▲ SIDEWINDER
It easy to be spun around on this track, so use your nitros to break away from the pack. If you fall behind it's easy to pull back on the corners.


Cutoff Pass
Lap
Nitro

CUT-OFF PASS
The short cut is a useful one, but the entrance is small, so only one car can go through at a time, which often leads to traffic jams.

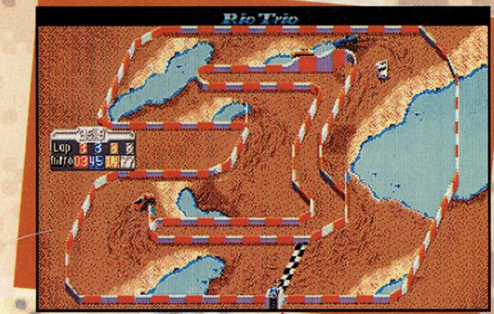

Boulder Hill
Lap
Nitro

▲ BOULDER HILL
A real free-for-all, this. Avoid the rock pillars, and the computer cars which invariably crash, obstructing the quickest route.



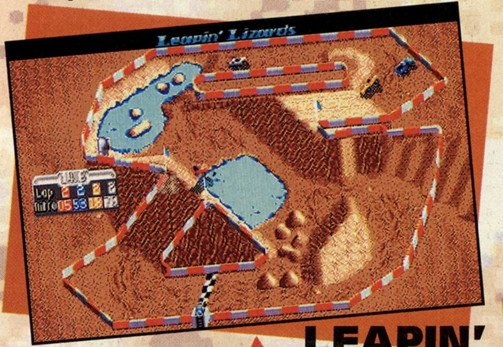
REDOUBT-ABOUT

Keep up on the curb and don't go out of your way to collect bonuses–this track is so fast there just isn't enough time.



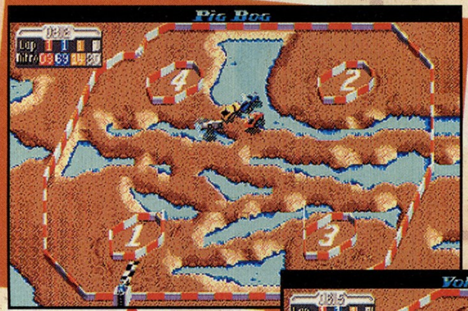
RIO TRIO

You're going to have trouble with the water if you don't have any nitros. Try to get in front of the other cars so they push you across the pools.



LEAPIN' LIZARDS

There are no real tactics to stick to on this track. Just try to get in front and use your nitros to clear the large water jump.

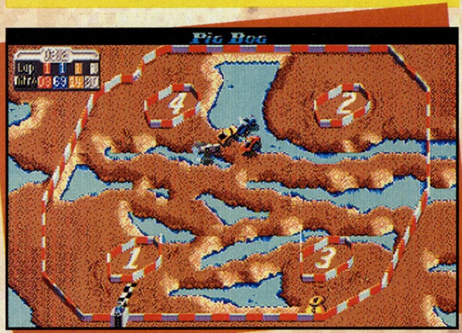


SHORT CUT

Actually, it's just as quick to go the long way round as it is to take short cut. This is another quick track, so you can't afford to make mistakes.

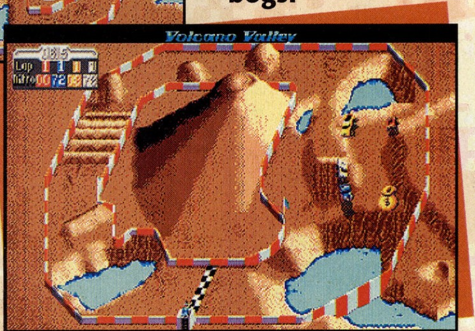
PAUL'S COMMENT

Y'know how sometimes reviewers say, 'I really didn't like this game at first, but it grew on me'? Well this is a case of the process in reverse. I was immediately impressed by Super Off-Road's smart graphics, sound and all those weird and wonderful tracks, but as I played it I found it still suffers from the same problem as all of the other versions. The game's pretty easy going to start with and it's not long before you get your car up to full engine power, best tyres, etc. BUT after you've won about ten races the computer catches on and hands the git in the silver car about 60 extra nitros making him almost impossible to beat! You can try to struggle on from there, but there's not much chance of winning enough money to buy the nitros you need to compete, so the fun stops there. With two players you have a bit more of a chance because you're more evenly matched, so the game is much more fun. I'd have my doubts about buying it just to play on my own, though.



PIG BOG

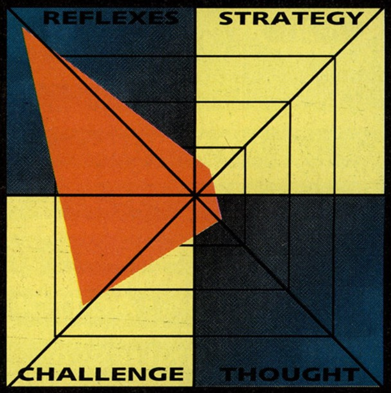
Follow the other trucks if you're unsure of the route. Nitros are almost useless as they usually catapult your vehicle into the bogs.



VOLCANO VALLEY

Another tactics-free track. It's all down to tight cornering and making sure you don't get bumped into the water.

SUPER OFF-ROAD



% RATINGS

0 50 100

PRESENTATION

82%

A GREAT TWO-PLAYER MODE, BUT NOT MANY OPTIONS.

GRAPHICS

79%

GOOD MICRO-MACHINE-STYLE SPRITES, AND THE COURSE SCREENS ARE ADEQUATE.

SOUND

84%

A SELECTION OF FUNKY TWANGING BANJO THEMES RUN THROUGHOUT.

SHORT TERM PLAY

88%

FUN AND ADDICTIVE, ESPECIALLY WITH TWO PLAYERS.

LONG TERM PLAY

78%

GROWS DULL ONCE YOU'VE MASTERED THE FIRST SIXTEEN TRACKS.

MEGATECH RATING

83%

AN EXCELLENT CONVERSION, BUT ULTIMATELY A BIT DULL. BEST FOR TWO PLAYERS.

THE TERMINATOR

BY VIRGIN
PRICE: £39.99
PLAYERS: 1
GAME TYPE: ACTION
CONTINUES: 0
SKILL SETTINGS: 4

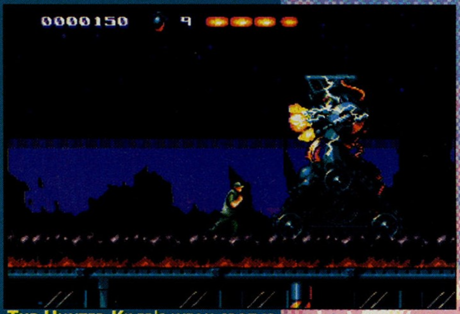
This conversion of the classic SF flick is certainly the biggest game in Virgin's current crop of releases, and one of the most eagerly awaited titles this year. It vaguely follows the film's plot, which is as follows:

In the near future a super-intelligent computer defence system called SkyNet decides to wipe out mankind by starting a nuclear war. It constructs Terminators, super-tough cyborg soldiers, to mop up the remnants of humanity, but a resistance movement led by John Connor gains the upper hand and is about to destroy SkyNet when it sends a Terminator back in time to 1984 to kill Connor's mother before he's born.

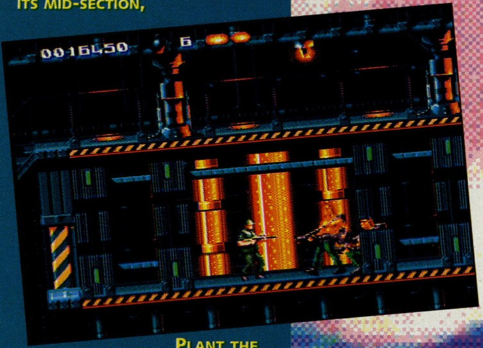
Connor discovers the plan and sends one of his best troops, Kyle Reese, back to 1984 to find his mother, Sarah, and protect her from the Terminator. Unfortunately, Reese, whom you play in this game, has to go back unarmed, and has to find some way to save Sarah without the luxury of a phased plasma rifle in the 40-watt range.

STAGE ONE: INFILTRATION OF SKYNET

Reese's first job is to cross hostile territory, infiltrate SkyNet's laboratory and locate the time displacement unit which will send him back to 1984. Outside the complex, Hunter-Killer tanks and aircraft attempt to bump Reese off, and inside the corridors are inhabited by legions of heavily armed Terminators. To make things worse, the entrance to the lab is protected by a powerful laser cannon which can only be disabled by planting a bomb in the lab's generator.



THE HUNTER KILER'S WEAK SPOT IS ITS MID-SECTION,

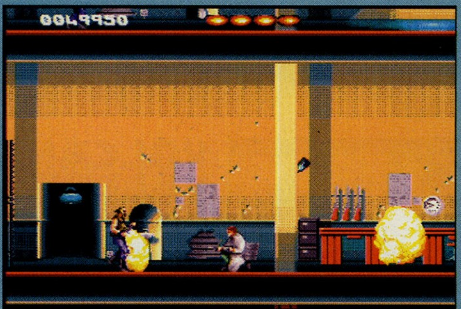


PLANT THE BOMB HERE THEN RUN FOR IT.

Reese's only weapon at the start of the game is a bottomless bag of grenades, but hidden inside the complex is a handy plasma rifle which blows away any hapless terminators that cross his path.

When he reaches the power generator Kyle has to plant a bomb and run. When it goes off the screen turns red and a 45 second countdown begins. Kyle now has to sprint through the complex, find the ladder which leads up to the entrance to the time displacement unit and dive in.

STAGE THREE: POLICE STATION

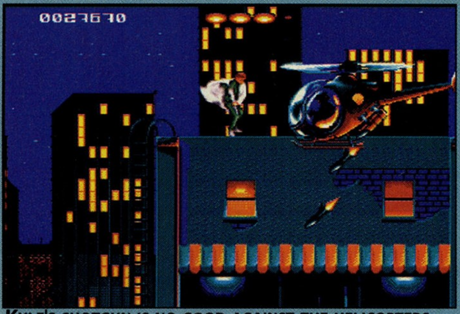


THE POLIC STATION HAS BEEN OVERRUN BY PUNKS (OR SO IT SEEMS). UNLIKE THE BOYS IN BLUE, THESE STAY DOWN WHEN THEY'VE BEEN SHOT.

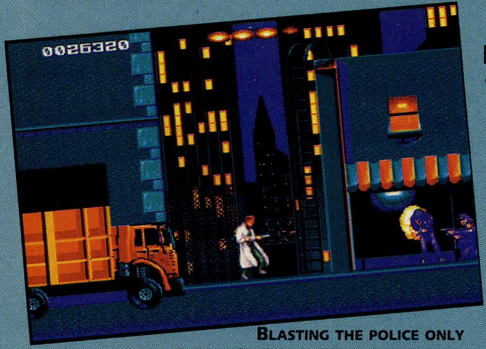
Sarah and Reese are being held in custody by the LAPD at the start of this level, with (in a mini-reproduction of the same scene from the film) the Terminator crashing a police car through the building's front desk. Mysteriously, the rest of the police station section is a contradiction of the movie. Reese, once again armed with his shotgun, has to battle LA's finest and locate Sarah.

The Terminator appears towards the end of the level. He's dealt with in the same way as before–blow him off his feet three times then run past. When Sarah's been recovered it's time for the final showdown in the factory.

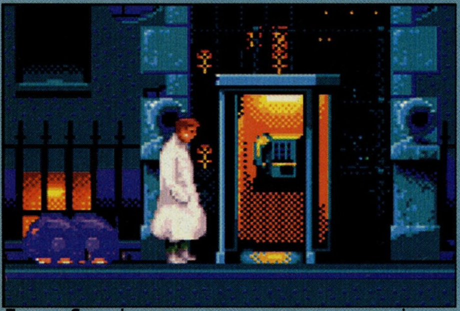
STAGE TWO: THE STREETS OF LOS ANGELES


KYLE'S SHOTGUN IS NO GOOD AGAINST THE HELICOPTERS.

Kyle arrives in 1984 and runs straight into trouble with the police, who have orders to shoot him on sight, unless the LAPD Helicopter Gunship Unit get him first with a few missiles that is. As if that wasn't bad enough, there's also a gang of punks hanging around who like nothing better than to incinerate strangers with petrol bombs.


BLASTING THE POLICE ONLY PUTS THEM DOWN FOR A SHORT TIME.

It only takes a few shots from Reese's stolen shotgun to deal with the punks, but the cops are a different matter. Pump them full of 12-gauge rounds and they double up on the ground, only to get up again a few seconds later. Either the LAPD are employing Terminators instead of humans (unlikely), or this is included to make the game morally sound (likely).

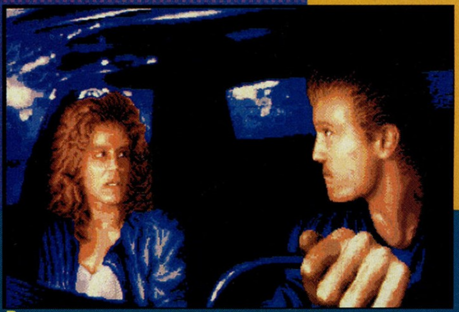

FINDING SARAH'S ADDRESS IN THE PHONEBOOK DOESN'T HELP–SHE'S HIDING IN THE DISCO AT THE END OF THE LEVEL.

The end of the first stage is marked by a telephone kiosk where Reese has to look up Sarah Connor's address in a telephone book. Having found that out, he immediately forgets it and starts the second part of this round, in which he has to run from the phone box to the Tech Noir disco, where Sarah is hiding out.

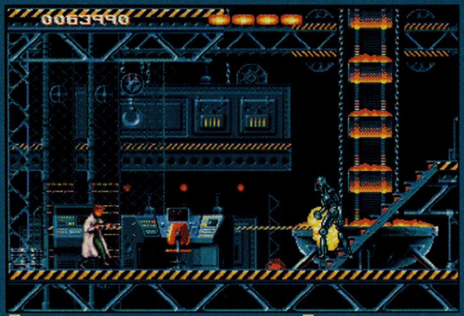
Unfortunately, the Terminator has also found Sarah and as soon as Reese enters Tech Noir he has to let rip with his shotgun to protect her. The Terminator is just about invulnerable to shotgun rounds but sustained fire knocks him flat for a short while. If he goes down three times Kyle can quickly run past him, grab Sarah (who is calmly sitting in a booth at the far end of the club) and escape.

MARK'S COMMENT

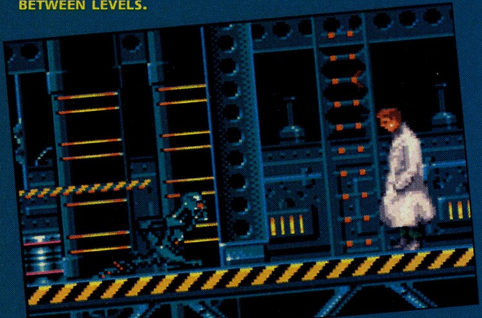
With Terminator being one of my all time fave films, I was naturally looking forward to the game, after all there's plenty of potential in a licence like this. It starts off well. The intro is excellent, the reproduction of the theme tune is fantastic, and the first level's quite playable. Reese is superbly animated and the backdrops are dead smart. But strip away the aesthetics and the games real problem shines through–every level is the same, bar the graphics. Each requires you to find a certain location while hopping from platform to platform and shooting things. It's also fantastically easy, even on the hardest setting I had no problems completing it (which takes less than ten minutes from start to finish). What annoys me most is that the game isn't close enough to the film. The intermission screens which update you on the plot help slightly, but this is just a shoot 'em up with a few loose ties to the movie. Don't be fooled by the slick graphics, it lacks playability and certainly doesn't do the licence justice.

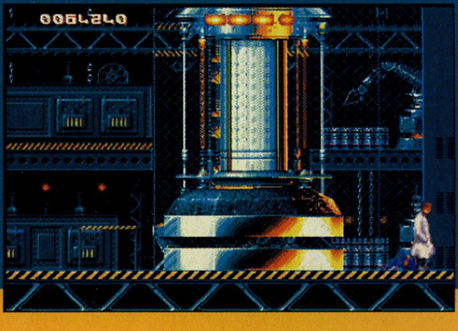

RE-TOUCHED DIGITISED PICTURES LIKE THIS OCCUR BETWEEN LEVELS.

STAGE FOUR: THE FACTORY


THE PRIORITY HERE IT TO DE-LEG THE TERMINATOR, THEN LEAD HIM TO THE FAR RIGHT OF THE LEVEL.

The Terminator, now minus skin, has chased Reese and Sarah into a factory. If he's shot five times his legs come off, although that doesn't hinder his pursuit. Kyle now has to lead the limb-deficient cyborg into a hydraulic machine-press at the far end of the level where Sarah is waiting by the 'crush' button. There are many dead end routes where the Terminator can corner Kyle and finish him off, before setting out after Sarah.


EVEN WITHOUT LEGS THE TERMINATOR IS STILL DANGEROUS.


SCRATCH ONE TERMINATOR. NOTE: KYLE REESE ISN'T DEAD.

KILL COMPARISON TABLE

Being hardened Terminator fans in the MegaTech office, we noticed a few discrepancies between the film and the game when we played it. Here's some scientific analysis.

KILLS	GAME	FILM
ARNIE	0 (UNLESS HE KILLS REESE)	DOZENS
REESE	LOADSA DEATH	0 (NOT EVEN THE TERMINATOR)
CONNOR	THE TERMINATOR	THE TERMINATOR

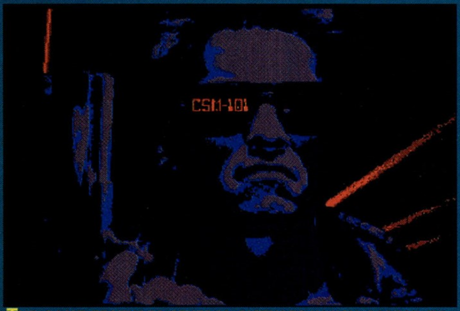
A lot of artistic licence has been applied in converting the four scenes into games. The first scene, for instance, doesn't actually appear in the film, and when it's mentioned as background information by Kyle in the movie, he doesn't say anything about storming the Skynet complex single-handed, which is exactly what he does in the game.

Much of the rest of the game is also somewhat dissimilar from the film. During the second and third stages, Reese acts more like the Terminator, blowing away policemen and punks left, right and centre although he only roughs up one copper in the entire movie. Reese is also remarkably resilient to police and Terminator gunshots, hunter-killer fire and even the air-to-ground missiles from the police helicopters don't do much damage.

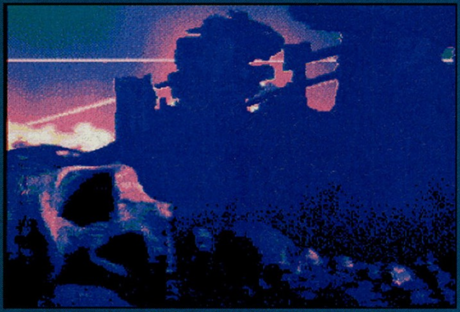
Finally, there's the show-down in the factory, in which (in the movie) Reese buys the farm. In the game, though, it's all different... isn't it? After Reese has led the Terminator to the hydraulic press, the end-of-game screen shows Sarah driving into the sunset, revealing that, though Reese is dead, his memory lives on in the form of his unborn son. Hmm. So, what happened? Did he have some kind of futuristic hyper-malignant cancer that killed him in five seconds, or what?

PAUL'S COMMENT

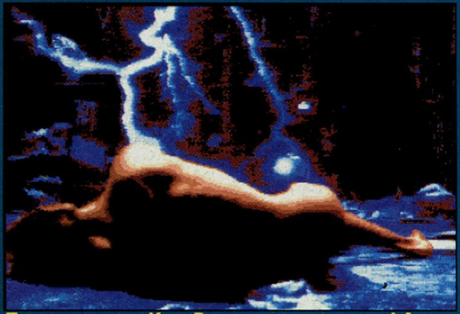
Wait a minute... Am I crazy or is this meant to be a licence of The Terminator? Well, the three main characters are there, but Sarah Connor sees no action at all and on the odd occasions the Terminator actually minces onto the screen he seems a lot less dangerous than the movie's single-minded killing machine. Strangely enough, the first subgame (based on a scene which isn't in the film at all!) is by far the best of the four, and from there on it's all downhill. The three remaining parts of the game are shallow and contrived platform efforts which don't capture the flavour of the film at all and just aren't enjoyable. It's as if all the inspiration was used up on the designing of the first level, as the rest are just inferior rehashes of the same thing. As if that wasn't bad enough, once you've played a few games and worked out what you're supposed to do and where, it's a snap to waltz through the entire game in minutes. Okay, the graphics and sound are both good, but I found the game as a whole to be a great disappointment.



The game features several pictures which appear to have been digitised then re-touched...

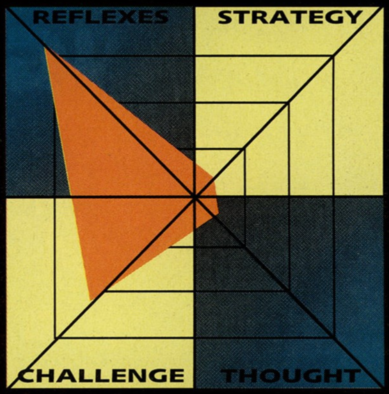


...such as this which introduces the first level.



This shot shows Kyle Reese newly arrived in LA.

THE TERMINATOR



% RATINGS

0 50 100

PRESENTATION

84%

DECENT SET OF OPTIONS, SMART INTRO, AND NARRATION SCREENS WITH DIGITISED PICS.

GRAPHICS

85%

LEVEL ONE'S GRAPHICS ARE SUPERB, BUT THE REST OF THE GAME DOESN'T LOOK AS GOOD.

SOUND

90%

GREAT RECREATION OF THE FILM'S THEME TUNE. THE EFFECTS ARE ALSO GOOD.

SHORT TERM PLAY

73%

MODERATELY PLAYABLE, BUT VERY SIMPLISTIC.

LONG TERM PLAY

50%

FOUR LEVELS JUST AREN'T ENOUGH.

MEGATECH RATING

60%

A DISAPPOINTING INTERPRETATION OF A GREAT FILM.

ROAD BLASTERS

BY TENGEN

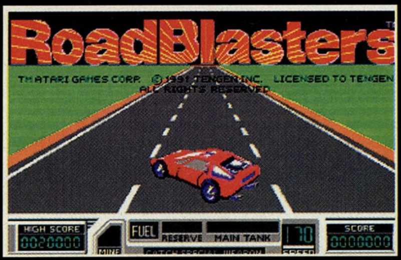
PRICE: IMPORT

PLAYERS: 1

GAME TYPE: SHOOTING/DRIVING

CONTINUES: 0

SKILL SETTINGS: 3


RoadBlasters
TM ATARI GAMES CORP. © 1991 TENGEN INC. LICENSED TO TENGEN
ALL RIGHTS RESERVED
HIGH SCORE
0020000
FUEL
RESERVE
MAIN TANK
170
SCORE
0000000
MINE
SPEED

Ah, the open road–the open Frosties! There's no time for a nutritious breakfast when you're a top dangerous racing driver of the future, though. It's up at five in the morning and straight down to the local radioactive desert for a high speed race towards the horizon.

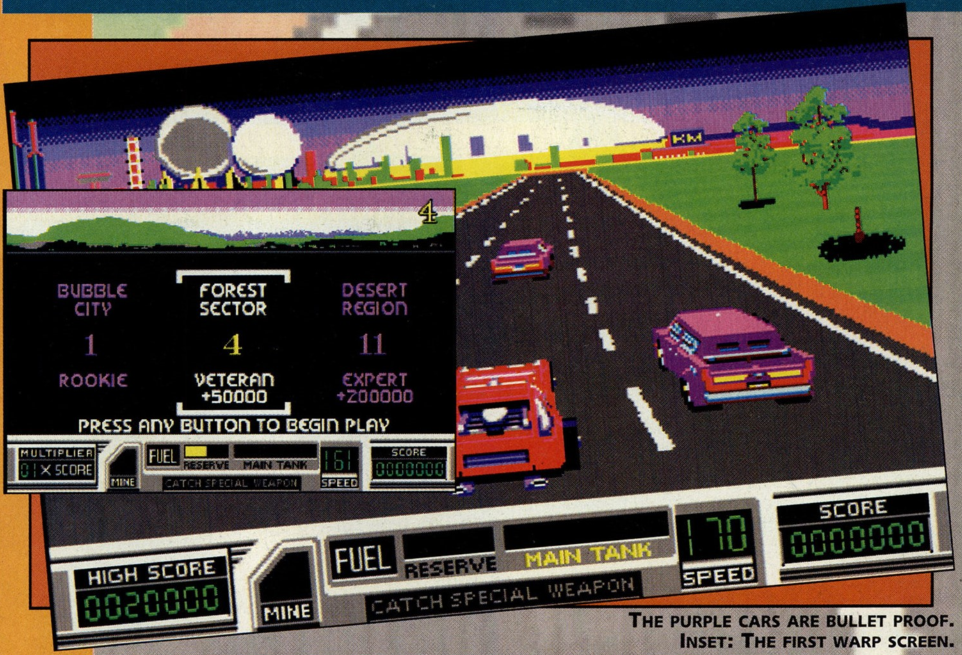
The other drivers on the road aren't exactly courteous, and if your car touches theirs it explodes into smoking scrap! Luckily, you have a cannon under the bonnet, and that's good enough to get rid of most troublesome road hazards. To take care of the rest you'll need to use the extra weapons which are occasionally dropped from the sky by a passing aircraft.

To win each race you just need to reach the finishing post without running out of fuel. The car is a real gas-guzzler and crashing puts further strain on your petrol tank, so be sure to pick up any fuel capsules you should find floating down the road or risk grinding to a halt inches from the line!

"WARP TO ADVANCED LEVEL"

This, being a conversion of an Atari coin-op, features the usual level-select business common to their games which gives you a choice of three starting levels. The higher the level the more testing the action, but if you choose danger, you're automatically awarded a gigantic points bonus by way of compensation. At the start of the game it's best to pick the expert option, rally eleven, because you start with 20,000 points and the earlier rallies are a piece of cake anyway.

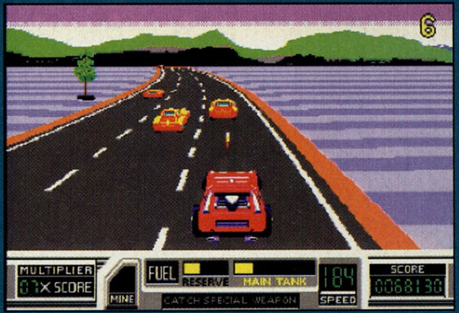
After every few levels, the level warp option reappears, allowing you to leap up to eleven races nearer to the end of the game on rally 50.


4
BUBBLE CITY
1
ROOKIE
FOREST SECTOR
4
VETERAN +50000
DESERT REGION
11
EXPERT +200000
PRESS ANY BUTTON TO BEGIN PLAY
MULTIPLIER
01 X SCORE
FUEL
RESERVE
MAIN TANK
161
SPEED
SCORE
0000000
MINE
CATCH SPECIAL WEAPON
HIGH SCORE
0020000
FUEL
RESERVE
MAIN TANK
170
SPEED
SCORE
0000000
MINE
CATCH SPECIAL WEAPON

THE PURPLE CARS ARE BULLET PROOF.
INSET: THE FIRST WARP SCREEN.

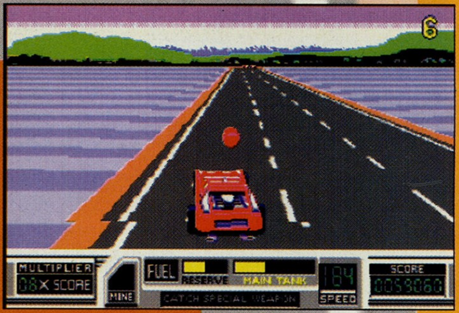
"HIRE AMERICAN PROGRAMMERS TO DEVELOP GAME"

Road Blasters' programmers, Sterling Silver Software, aren't exactly new to the Megadrive. They produced the Megadrive conversion of that other Atari driving classic, Hard Drivin', which, it has to be said, wasn't up to much. Their other, bigger hit was that super-smart version of Electronic Arts' PGA Tour Golf, which is still the best golf simulation on the Megadrive!


6
MULTIPLIER
07 X SCORE
FUEL
RESERVE
MAIN TANK
184
SPEED
SCORE
0068130
MINE
CATCH SPECIAL WEAPON

SOMETIMES THE ORANGE CARS LEAVE FUEL BEHIND.

"AVOID HAZARDS OR RISK DESTRUCTION"


6
MULTIPLIER
08X SCORE
MINE
FUEL
RESERVE
MAIN TANK
CATCH SPECIAL WEAPON
184
SPEED
SCORE
0059060

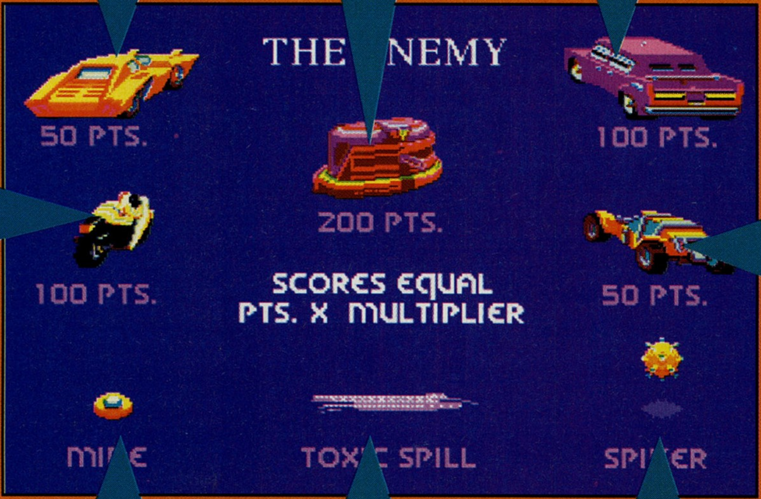
You have to collect fuel pods if you want to finish a race.

STINGER
Road Blasters' cannon fodder. Stingers steadfastly block one lane of the highway, until you shoot them.

GUN TURRETS
Sit on the roadside, taking pot-shots. Either shoot them or drive close by them and their bullets should miss you.

COMMAND CAR
Being bullet-proof, they hog one lane of the highway. Only an electro-shield or cruise missile gets these out of the way.

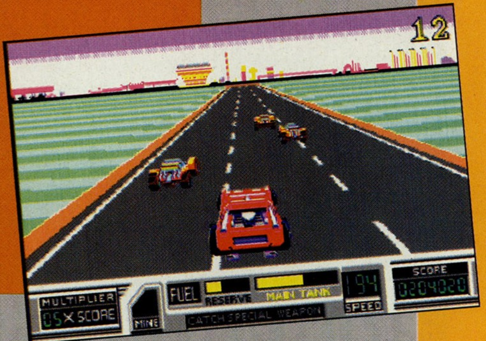
CYCLE
Very narrow targets and, consequently, very tricky to hit. Nudge the steering left and right when firing to ensure a hit.


THE ENEMY
50 PTS.
200 PTS.
100 PTS.
100 PTS.
50 PTS.
MINE
TOXIC SPILL
SPIKER

SCORES EQUAL PTS. X MULTIPLIER

RAT JEEP
Soft targets which drive on from the side of the road in convoys of three or more. Keep firing and they will trouble you no more.

Stay in the centre lane and keep firing to destroy the jeeps.


12
MULTIPLIER
05X SCORE
MINE
FUEL
RESERVE
MAIN TANK
CATCH SPECIAL WEAPON
194
SPEED
SCORE
0204020

MINES
When the mine warning light flashes you can bet one of the lanes ahead is littered with these explosive items. Avoid or die.

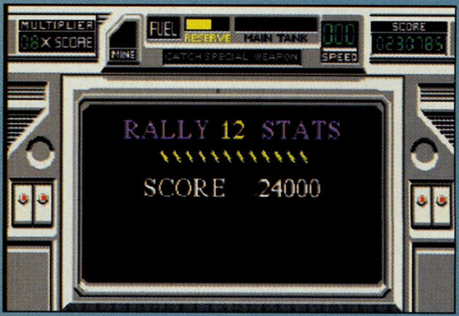
TOXIC SPILL
Run over it and you'll go into a spin. Not too dangerous, but they're usually placed to make you slide into the side of a command car.

SPIKER
Only appear on later levels, when Stinger drivers throw them out onto the road in front of you. Like the mines, these are best avoided.

MARK'S COMMENT

I remember this (vaguely) from way back when. I didn't really care for it much in the arcades, partly because I wasn't very good at, and partly because there were many better coin-ops to waste my money on. This version does deserve some credit, though. It's superbly fast which is its main feature, and fifty levels are more than enough. But it's so repetitive it starts becoming tedious after only a few games. There are only six types of enemy, counting land mines that is, which doesn't help much in the interest stakes, and the backdrops a truly tragic. I was surprised to find that it was quite challenging, and the points-multiplier precludes the use of autofire which makes it even tougher. Why no sampled speech though? It wasn't very clear in the coin-op, so the programmers would have had an excuse for poor-quality, low-memory samples. It could only improve the game. All said and done, this is mildly diverting, but not something I'd buy.

"SHOOTING ACCURACY INCREASES MULTIPLIER"


MULTIPLIER
08X SCORE
MINE
FUEL
RESERVE
MAIN TANK
CATCH SPECIAL WEAPON
000
SPEED
SCORE
0230785

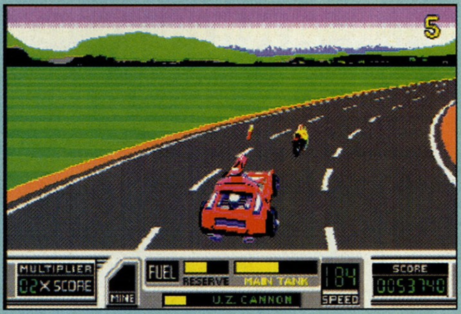
RALLY 12 STATS

SCORE 24000

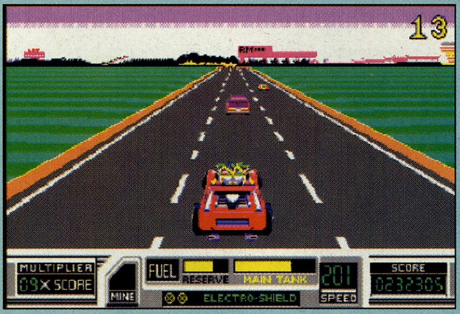
The key to big points in Road Blasters is to keep the multiplier (a figure shown at the bottom left of the game screen) as high as possible, as all the points you score are multiplied by that number at the end of the level. To keep the multiplier high you have to destroy something with every shot fired, so don't spray bullets all over the place and just fire when you're guaranteed a hit.

"CATCH SPECIAL WEAPONS TO INCREASE PERFORMANCE"

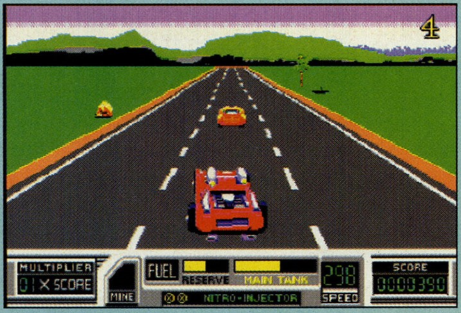
Once or twice per level an aircraft flies over the road and drops some extra equipment onto the roof of your car (if you can catch it). These units can only be used a limited number of times, and if you crash while you're carrying one you lose it.



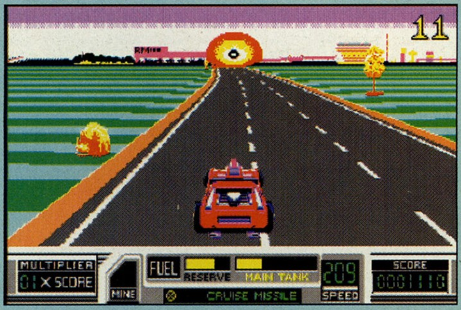
UZ CANNON
Rapid-fire gun which is good for taking out difficult targets, such as cycles or gun turrets, but doesn't even dent a command car.



ELECTRO SHIELD
Makes the car impervious to danger for a few seconds. Just drive through targets (even command cars) to destroy them.

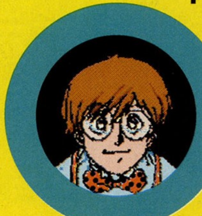


NITRO INJECTOR
Gives the car a short-lived burst of turbo speed. Best used only on straight, clear roads, or there'll be trouble.



CRUISE MISSILE
KWOAR! Send one of these little beauties on its way and see it turn all the obstacles ahead turn into white-hot ex-obstacles.

PAUL'S COMMENT

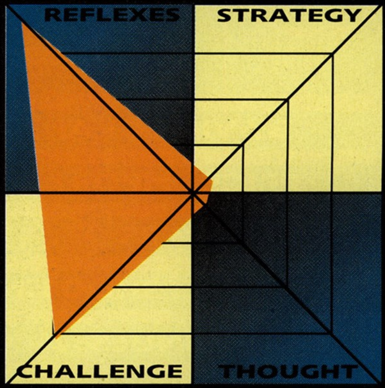


I used to be a big fan of Road Blasters in its arcade form, and while this is a really good conversion (missing only the speech–BOOOO!), I'd be a nostalgic sap if I were to say it's as much fun today as it always was. Road Blasters is a very simple game without much variety between levels, so unfortunately it looks a bit old-fashioned these days, and although there are 50 levels, it all gets a bit dull by the time you've reached the halfway point. True, there are a couple of rallies which have sequences of obstacles you need to memorise, but they're the exception, and for the most part you just need to keep going, shoot and dodge. If you still enjoy the arcade game you'll like this, but I've come to expect more from games these days, and I'm sure I'm not the only one.

● THANKS!

Thanks to Jason Broad of Tamworth for very kindly lending us his copy of Road Blasters for this review. As we write, the game is only available on import, but the official version is due for release from Tengen sometime this summer,

ROAD BLASTERS



% RATINGS

0 50 100

PRESENTATION

79%

THE USUAL OPTIONS AND A GOOD LEVEL/RALLY SYSTEM.

GRAPHICS

82%

VERY FAST, AND THE SPRITES AND BACKGROUNDS ARE FAITHFUL TO THE ARCADE GAME.

SOUND

80%

MUSIC AND SOUND EFFECTS CLOSELY RESEMBLE THE ORIGINAL, BUT WITH NO SPEECH.

SHORT TERM PLAY

77%

SIMPLISTIC GAMEPLAY MAKES IT AN EASY GAME TO PICK UP AND PLAY.

LONG TERM PLAY

70%

PROBABLY MORE HOURS OF PLAY THAN MOST MEGADRIVE GAMES, IF YOU DON'T FIND IT TOO BORING.

MEGATECH RATING

72%

A FIRST CLASS CONVERSION OF A RATHER CRUMBLY, OLD ARCADE GAME.

TROUBLE SHOO

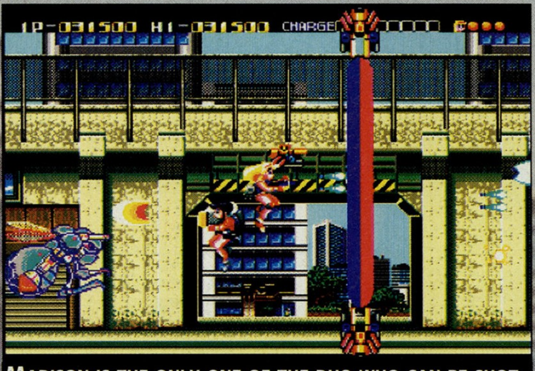
BY VIC TOKAI
PRICE: IMPORT
PLAYERS: 1
GAME TYPE: SHOOTING
CONTINUES: 2
SKILL SETTINGS: 3

TROUBLE SHOOTER
TM
START
> OPTIONS
LICENSED BY SEGA ENTERPRISES LTD.
©1991 VIC TOKAI INC.

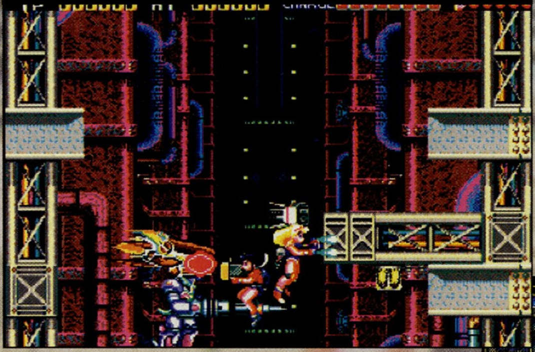
The Troubleshooter which the game's title is referring to isn't a skinheaded hired fist, but a really a rich teenage girl called Madison, who, together with her friend Crystal, fly around righting wrongs and shooting people with a variety of weapons.

Madison's latest mission involves the insidious mutant scientist, Blackball. Blackball is so determined to have his robotic underworld recognised as an independent country that he has kidnapped King Frederick's son. Unless Blackball's demands are met within twenty-four hours, Prince Eldon is dead. It is up to the two lasses to shoot their way, Forgotten Worlds style, through Blackball's defences to bring an end to his terrifying ways once and for all. But Blackball has prepared an army of heavily armed robots and whirling death machines to thwart their resuce attempts.

TWO GIRL ACTION

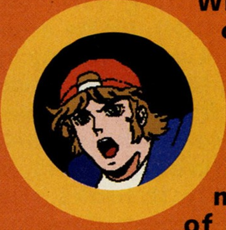


MADISON IS THE ONLY ONE OF THE DUO WHO CAN BE SHOT OR COLLECT POWER-UPS

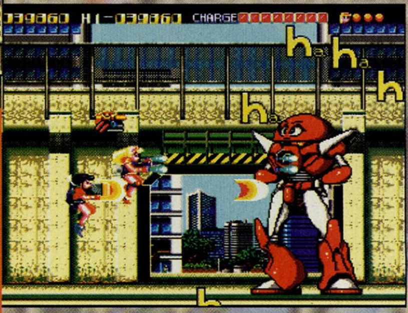


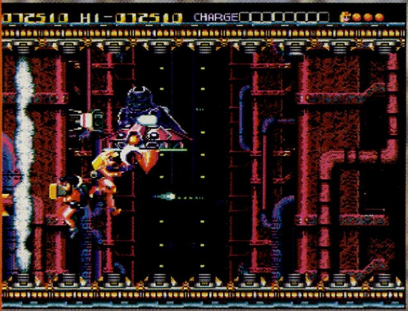
Although both Madison and Crystal take part in the adventure, only one player controls the pair. Both the groovy chicks fly around in close formation shooting at the same targets. Press the appropriate button, however, and Crystal will turn around to cover the rear. Of the two, Madison is the one to watch out for, as it is she that takes hits. Also beware of trapping one of the pair against a wall or they will end up being crushed as the scenery scrolls on!

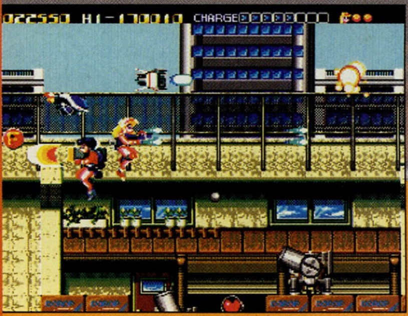
MARK'S COMMENT



Whilst the gameplay doesn't feature anything new, Troubleshooter is surprisingly playable. The general concept has more than a shade of Forgotten Worlds about it, and I recognised certain "influences" from other games in there as well, such as the third level, set around a giant space ship which is an almost exact replica of that found in R-Type! Graphically Troubleshooter resembles almost nothing else, thanks to its skin-shedding cyborg penguins and giant giggling robots. The sprites and backgrounds are quite well drawn, although the main sprites themselves are a bit blocky and the action can sometimes get confused against the more outlandish backdrops. It's not exactly a classic title or an essential purchase, but if you've a taste for the bizarre, and are desperate for a new shoot 'em up, Troubleshooter is one to try.



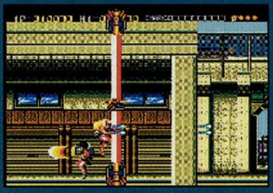




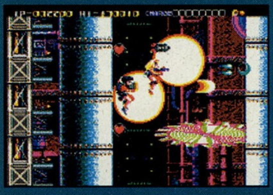
TER

MILITANT WIMMIN

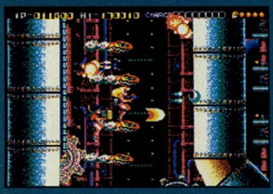
At the start of each level, Madison is presented with a choice of four special weapons to help her through. These are run from a power meter which gives one use of the weapon when it's at maximum, before going into recharge mode. Although this effectively means an infinite supply of mega-weapons, the meter can take quite a while to charge up again, and it drops back to zero every time Madison is hit. The four weapons are:



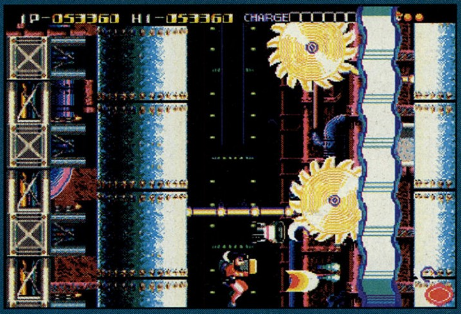
TIDAL WAVE - Produces a vertical laser which can be scrolled from side to side for pin-point blasting thrills.



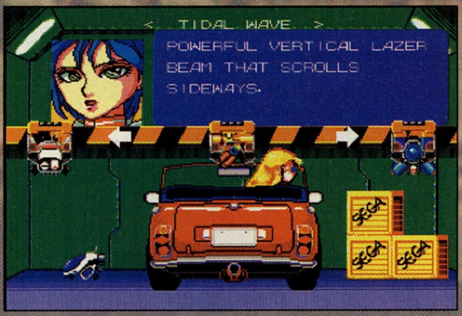
BLIZZARD - Swirls circular fields of magnetic energy around the screen for mass destruction of the spiral kind.



AVALANCHE - Launches a concentrated wall of path-clearing missiles across the screen in one direction only.



LIGHTNING STORM - This fires high powered streams of energy randomly across the screen, spreading outward from Madison and Crystal.



< TIDAL WAVE >

POWERFUL VERTICAL LAZER BEAM THAT SCROLLS SIDEWAYS.

YOU GET TO SELECT WHAT SPECIAL WEAPON YOU WANT AT THE START OF EVERY LEVEL. SOME ARE MORE USEFUL THAN OTHERS ON PARTICULAR STAGES, BUT FINDING OUT WHICN ONE IS A MATTER OF TRIAL AND ERROR.

PAUL'S COMMENT

I don't really have a problem with Trouble Shooter cribbing stuff from Forgotten Worlds. After all, Forgotten Worlds is quite an unusual shoot 'em up anyway, and it's not as if this is the umpteenth copy of that format anyway. In fact there are a number of clever features in this game and they're only let down by the fact that the basic gameplay isn't particularly outstanding. The graphics are fine and it all seems to be well programmed, but it just didn't really get me hot and sweaty. Like Mark says, it's probably worth trying if you're desperate for a shoot 'em up which is a bit different from the usual sideways-scrolling laser action, but if you've got something better to buy don't think you're missing out on much.

● THANKS!

Once again, thanks to Jason Broad of Tamworth for the loan of his Trouble Shooter cartridge. It's available from importers at this moment.

ALTERNATIVELY

FORGOTTEN WORLDS

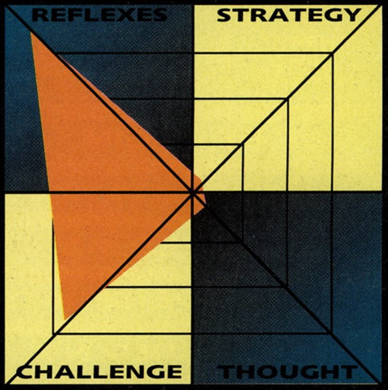
PRICE: £34.99

BY: SEGA

An old, but nevetrtheless playable coin-op conversion which features great graphics and a thoroughly enjoyable two–player mode. The only real gripe is that it's a bit easy.

MEGATECH RATING:82%

TROUBLE SHOOTER



% RATINGS

0 50 100

PRESENTATION

82%

LOTS OF INTERMISSION SCREENS PLUS A FAIR NUMBER OF OPTIONS.

GRAPHICS

79%

PLENTY OF WEIRD IDEAS AND WACKY ENEMIES. A BIT BLOCKY THOGUH.

SOUND

68%

VERY AVERAGE TUNES AND SOUND EFFECTS

SHORT TERM PLAY

78%

DEAD EASY TO GET INTO. ALTHOUGH NOT WHOLLY ORIGINAL.

LONG TERM PLAY

68%

NOT MANY LEVELS, BUT IT'S TOUGH AND WORTH PLAYING THROUGH AGAIN.

MEGATECH RATING

71%

A DECENT SHOOT 'EM UP THAT WOULD BENEFIT FROM A TWO-PLAYER MODE.

FORMAT
4
M-BIT

EURO CLUB SOCC

PLAYAWAY

BY VIRGIN

PRICE: £39.99

PLAYERS: 1–8

GAME TYPE: SPORTS

CONTINUES: N/A

SKILL SETTINGS: 3

European Club
SOCCER
SEGA
LICENSED BY SEGA ENTERPRISES
PRESS START

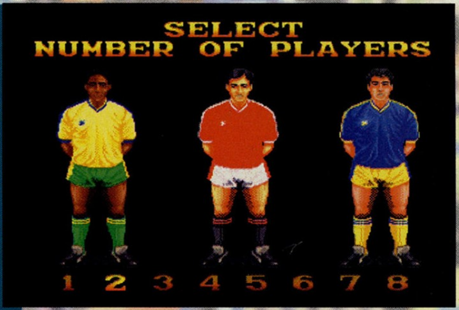
Europe has spawned some of the world's greatest football teams–clubs such as Arsenal, Lazio and Crewe Alexandra. Now these footballing giants have been honoured in their very own Megadrive game (all except Crewe).

This is where you, the Megadrive-playing football fan come in. Pick your team from the 170 Euro-squads built into the game, then guide them to victory in the UEFA cup, the European Cup, the European Cup Winner's Cup and the fictional European Super Cup.

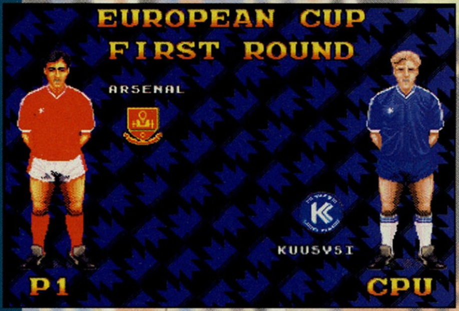
After selecting the formation the team is to play in, you're confronted with a grandstand view of the pitch. As in most footy games you control your team one man at a time while the computer keeps the rest of the squad roughly in position. Like other Megadrive soccer games the ball in Euro Club Soccer sticks to your player's boot wherever he roams until it's kicked it he's tackled. The usual rules regarding fouls and stuff are observed and to make things a little easier the goalkeeper's computer-controlled.

There are two ways to challenge prospective European champions. If you just want to pit one team against another in a friendly match, select arcade mode. This is a no-frills version of the game which plays more like a football coin-op than the real thing.

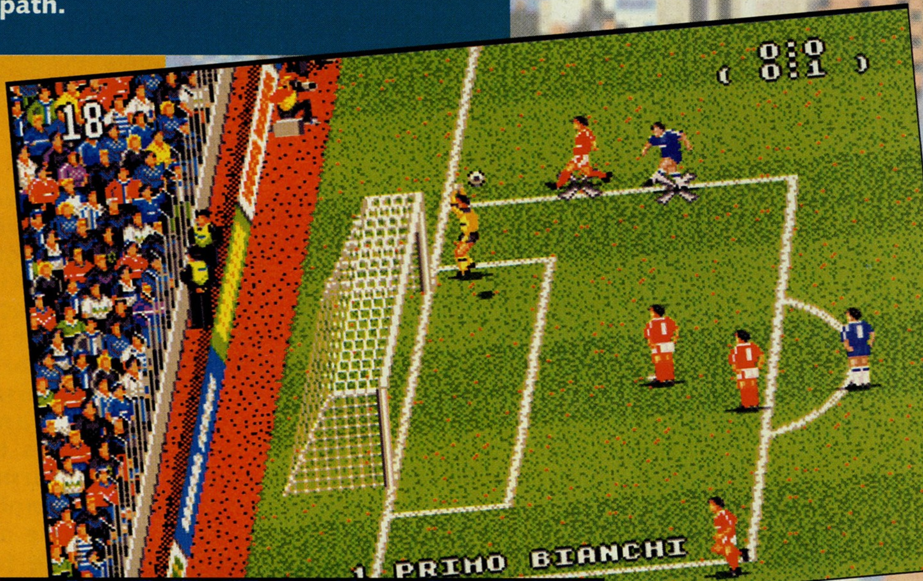
To take part in the European competition, choose Simulation mode, which is a more realistic interpretation of football. The rules are a lot closer to the real game, hence an increased number of bookings, free kicks and throw ins. The match is also slightly slower with this selection, although tackling is a darned sight closer to the real thing and should your player be near to the man in possession, he will simply stick out his foot and steal the ball rather than slide 20 feet along the ground, taking down anything in his path.



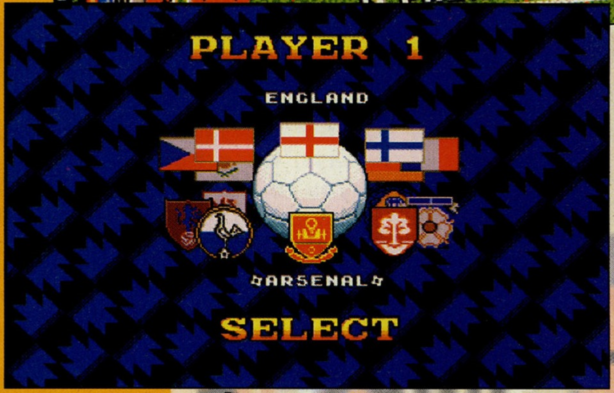
The players take it in turns to play.



Pronouncing your opponent's name is a often a challenge in itself.

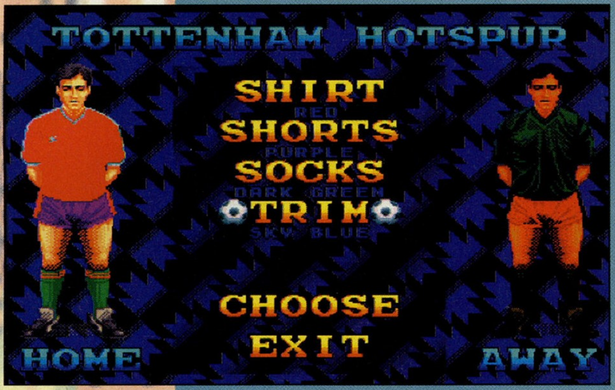


The goalkeepers are computer controlled, which makes them hard to beat.



Select your country then choose from their top teams.

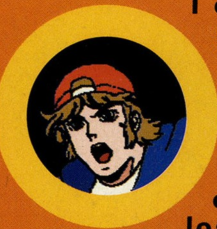
GET YOUR KIT OFF



The new Tottenham kit (as designed by us) is a definite improvement over their boring blue and white.

In today's image-conscious society there is one important aspect of football which no self-respected simulation can ignore–kit design. It must be said that European Club Soccer features possibly the most comprehensive kit design facilities yet seen in any football game. Individual colours can be selected not only for the shirt and shorts, but also for socks and even the very trim of your team's outfits. This allows style gurus to tastefully drape their soccer players in a fashionable blend of dark shades off-set with light pastels, or seventies revivalists to relive the days when their team was dressed in brown tops with purple shorts.

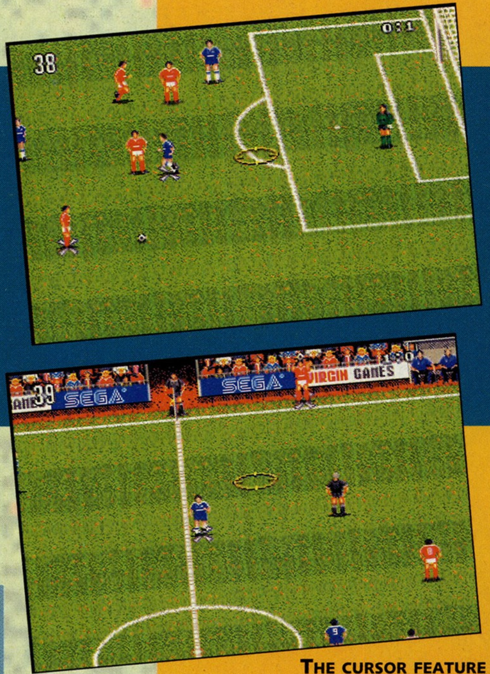
MARK'S COMMENT



I can forgive this game for not having the proper Arsenal kit, I can even forgive it for not having the correct Arsenal logo, but I can't overlook the fact that it's nothing like real football. There are loads of niggly little faults, such as If a player turns too fast the ball shoots away from him, there are only two types of kick, virtually every slide tackle results in a foul, the pace is too slow and the pitch too small. Altogether this provides a distinct lack of action and really frustrating gameplay. In contrast the presentation is smart, with loads of options, a password system and a kit designer (which doesn't let you create the Arsenal strip). The Megadrive really needs a decent footy game but this definitely isn't it. Save your cash for a few trips to Highbury and see how the game should really be played.

MOVING TARGET

Instead of merely presenting you with a choice of just a few directions in which to propel the ball during free kicks, corners and throw-ins you're given a free-floating cursor target. This allows you to pinpoint a specific player, or open strategic area, to play the ball into. However, the cursor can only move within certain perimeters, dictated by the kicking/throwing ability of your team. If you're playing someone utterly hopeless, such as Inter Scunthorpe, your choice area will be pretty limited, whereas better teams have a wide area to choose from. The other problem is that, because the players are always running around to escape the men marking them, you can never rely on them to be in the right place to receive the ball.



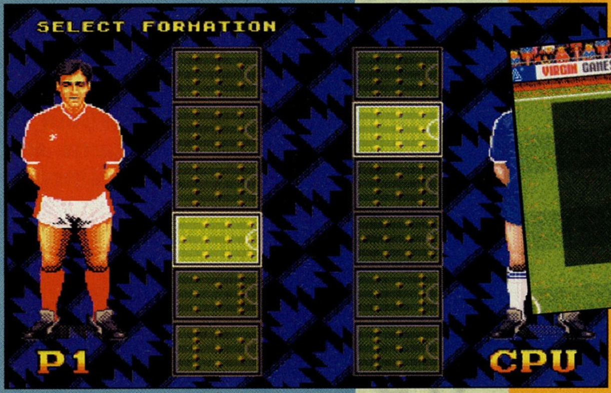
The cursor feature lets you take long shots at goal from free kicks, as well as accurate throw-ins.

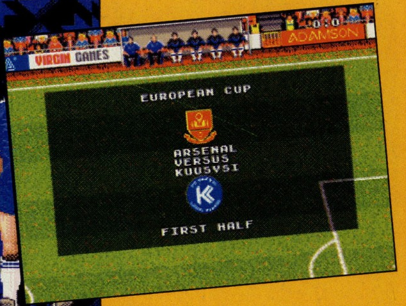
EURO CHAMPS

Winning the various championships in European Club Soccer's Simulation mode takes some doing.

After choosing your team, a random draw is made to determine who is playing who. Before the match starts both teams get to choose one of six formations to play in. At this point you are also able to view how your opponent will play so if you wait until they've made their final selection you can choose tactics which exploit any weaknesses.

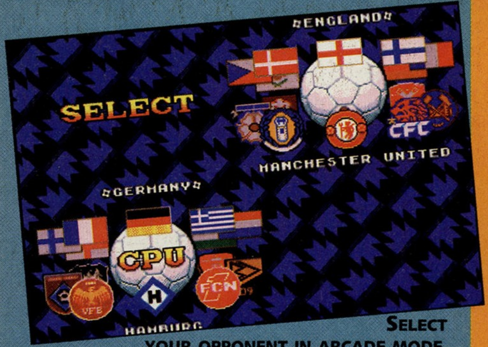
Once this team is beaten you progress to the next round and, in all, six teams must be defeated before you lift that cup. If this sounds a bit much to take all in one go (especially if you're playing full 90 minute matches), take heart, because there is a password system to allow you to preserve your progress and resume your campaign for Euro-domination.





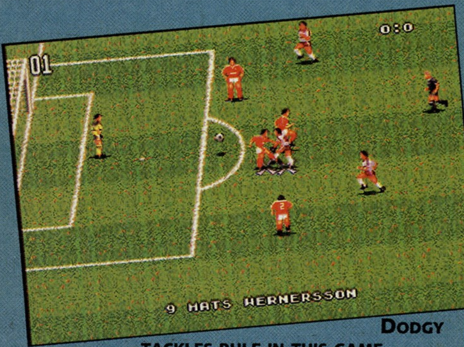
Your formation determines whether you're going to play and attacking or defending game.

TWO-PLAYER MODE

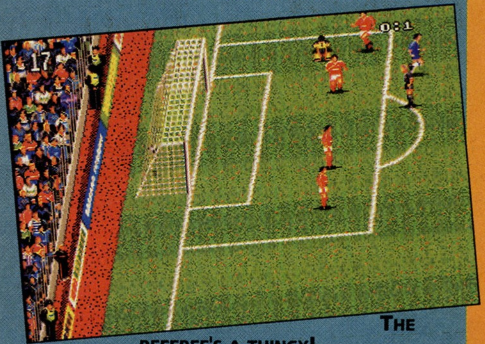


SELECT YOUR OPPONENT IN ARCADE MODE.

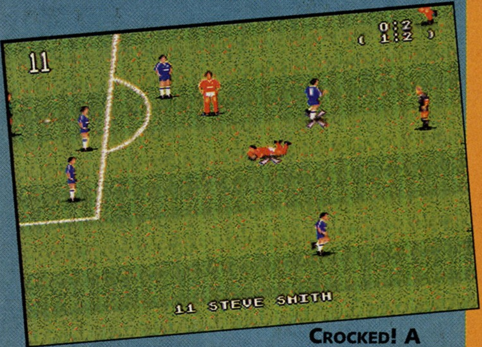
European Club is certainly well equipped when it comes to multi-player options. Not only can two players be pitted against each other in a friendly (in Arcade mode), but up to eight players may participate in the actual tournaments. This means you can have seven mates round and get bored stiff waiting two and a half hours for your turn!



DODGY TACKLES RULE IN THIS GAME.



THE REFEREE'S A THINGY!



CROCKED! A DEFINITE FREE KICK FROM CLOSE-RANGE.

ALTERNATIVELY

PAUSE
THROW IN

WORLD CUP ITALIA '90

PRICE: £19.99

BY: SEGA

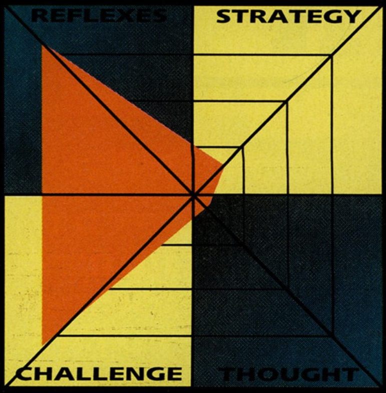
Not a great soccer game, but it's not as bad as Tecmo World Cup, and at least it's quite cheap now that it's on Sega's new budget range.

MEGATECH RATING:64%

PAUL'S COMMENT

There's no denying that European Club Soccer has a superb range of features; there are avast number of teams to choose from, plenty of options and, of course, the kit designer. The graphics and sound aren't bad either (though I wouldn't recommend playing with the music switched on), but it's the gameplay lets the side down. The problem is that it just doesn't feel like you're playing football. There are no hard-fought tackles in this game, and any frontal assault or a sliding raid usually results in a free-kick. Most of the time, there you are, running up the pitch, looking for someone to pass to when, whoops, one of the opposition strolls up behind your bloke, suddenly takes possession without touching the ball and heads back up the other end. It's not as if this makes the game difficult because it's just as easy to steal the ball from the opposition in the same way, or by intercepting their puny passes. Consequently, there's a lot of footling around midfield and not much goal-mouth action. This would have passed for a smart game a couple of years ago, but since then the standards for computer soccer have been improved by Kick Off, which I'm sure most Megadrive players will have sampled at some point. If you want to play something in the same league, wait till the end of the year and see if US Gold's conversion is any good before blowing your £40.

EURO CLUB SOCCER



% RATINGS

0 50 100

PRESENTATION

93%

LOADS OF OPTIONS AND PRESENTATION SCREENS, PLUS THE KIT DESIGNER

GRAPHICS

79%

THE PLAYER SPRITES ARE SMALL, BUT DETAILED AND WELL ANIMATED. GOOD PRESENTATION SCREENS, TOO.

SOUND

69%

DECENT EFFECTS, BUT THE MUSIC ISN'T UP TO MUCH.

SHORT TERM PLAY

59%

VAGUELY ENJOYABLE AT FIRST, BUT POOR CONTROLS AND LACK OF EXCITEMENT ARE OFF–PUTTING.

LONG TERM PLAY

51%

ONLY MAJOR FOOTY NUTS WILL BE ABLE TO TOLERATE A FULL CHAMPIONSHIP TOURNAMENT.

MEGATECH RATING

55%

ANOTHER MEGADRIVE SOCCER GAME THAT DOESN'T MAKE THE GRADE. LET'S HOPE KICK OFF IS BETTER.

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TECHNIQUE ZONE

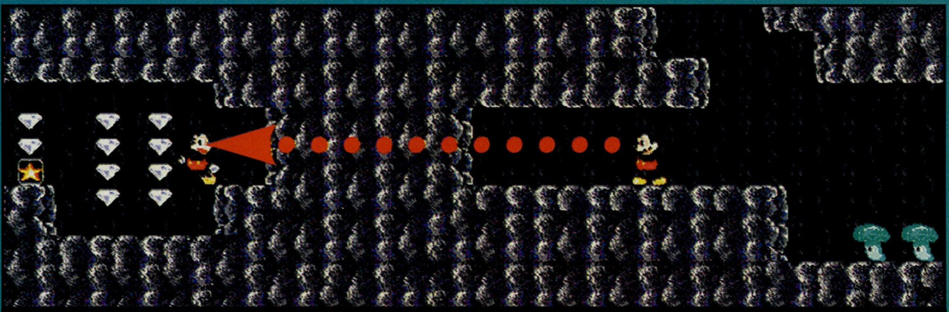
The Technique Zone pigeon hole is almost (but not quite) literally seething with post packed with Megadrive tips and maps, so we can only assume that the offer give five games to the sender of the month's best contribution has worked! Hence, we have more tips in Technique Zone this month than ever before, along with Hyper Technique Zone guides to Toe-Jam and Earl, Phantasy Star III and (AND!) the last campaign in Desert Strike. Watch out for Pit Fighter and Shining in the Darkness tips next month.

If you've got any hot tips to let us know of, send them in to TECHNIQUE ZONE, MEGATECH, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Remember, the best tips of the month win their sender five games of his (or her) choice, but don't try copying reams of cheats from other mags and expect to win. We may be stupid but we're not clever.

MICKEY MOUSE

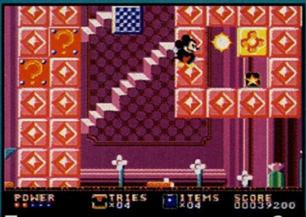
TZ: 1/12 SECRET ROOMS
FROM: JOHN—PAUL COURTNEY, LEEDS

If you're new to this golden oldie you may not have found the secret treasure rooms hidden in the game. John-Paul Courtney knows where they are and sent



This is what the first and third rooms look like. Just drop down the hole and walk through the wall to collect a load of bonus point diamonds and an extra energy star.

The first one is in the fourth part of level one. Just fall down the pit and walk through the wall on the left.



The second room, on level 2.

- There's another hidden in the second part of level two. Jump so that Mickey falls towards the wall on the right and he should land on the edge of a ledge. Break the four blocks with marbles to reveal a star.

The third room is on level three, part one, and is similar to the first room mentioned above. Just walk through the wall and clear up the goodies.

John-Paul also suggests that the first and third rooms are good locations for picking up extra lives, if you're really desperate. As soon as you come out of the room, bomb the three mushrooms to pick up a couple of hundred points for each one, then head back towards the hidden room. Come back and the mushrooms will reappear, so bomb them again. You can keep doing this until you've got as many lives as you need.

JAMES 'BUSTER' DOUGLAS BOXING

TZ: 2/12 POWER PUNCHES
FROM: MARC L. ANDREWS, CLYDEBANK

1UP
0
HIGH SCORE
50000
CPU
2400
Buster Douglas
1:18
Dynamite Joe

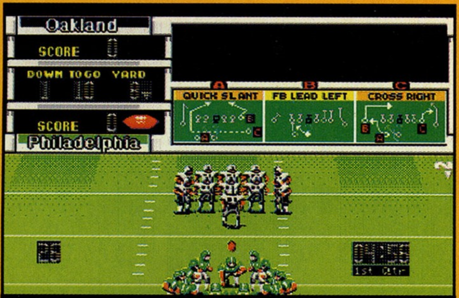
It's a knockout!

Unfortunately, this game is just a distant and rather unpleasant memory and we don't have a copy to try this out on, so if it doesn't work blame Marc.

When you're in one player mode, you can apparently floor your opponent in seconds by hitting A, B and C all at once. This should result in mega-powerful punches. So there you have it.

JOHN MADDEN '92

TZ: 3/12 MORE PASSWORDS
FROM: IAN, NORWICH



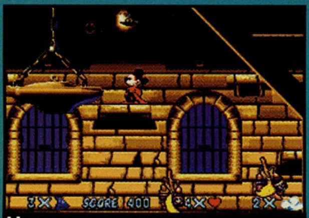
Pit Philadelphia against Oakland, using Ian's luxury John Madden codes.

As with Lakers vs Celtics, the JM '92 codes correspondence got a bit out of hand, so please don't send anymore in. To wrap things up here are passwords for a selection of matches foryou to try.

PHILADELPHIA vs OAKLAND	BDMK8WYX
OAKLAND vs LOS ANGELES	BH4JFDD3
NEW YORK vs BUFFALO	BPD45P6N
MIAMI vs NEW ORLEANS	B6KKT43B
CHICAGO vs INDIANAPOLIS	BXF8HD9B
BUFFALO vs NEW YORK	C5YFNBXH
KANSAS CITY vs SAN FRANCISCO	B3L4YML8
CINCINNATI vs NEW YORK	B3TTM77T
NEW ORLEANS vs KANSAS CITY	DV8SS7ZR
MINNESOTA vs DENVER	BLFJ94MK
DENVER vs NEW ORLEANS	DWWW8L44
PITTSBURGH vs SAN FRANCISCO	DWN9GHCD
SEATTLE vs NEW YORK	DCT53CXO
ATLANTA vs BUFFALO	CGIHJ9KZ
HOUSTON vs WASHINGTON	CZ4FN2F7

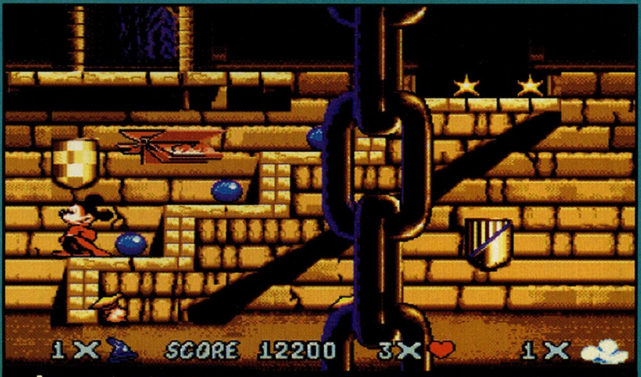
FANTASIA

TZ: 4/12 HIDDEN BONUSES
FROM: CHRISTOPHER WILLIAMS



Here are the brooms...

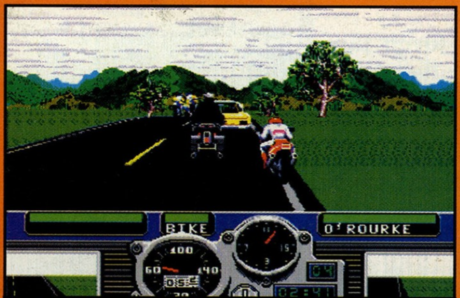
Christopher reveals two extra stars and a brace of bonus balls for you fun-starved Fantasia players. When you start the game, walk right and you should see two brooms walking along the floor to the left. Follow them, and as they're about to reach the wall, destroy both of them (or at least the one on the right) and 'Hey presto', etc, your big point objects will appear on the stairs.



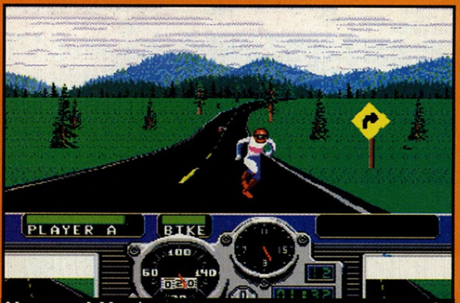
... And here are the hidden goodies–extra stars and magic balls

ROAD RASH

TZ: 5/12 ESCAPING THE LAW
FROM: NATHAN PRESTON



Uh-oh! Collared by Smokey the Bear, but...



Har har! You'll never take me alive, copper!

Nathan, who describes himself as 'an expert rasher' has discovered a way to avoid getting in trouble with the law, which is expensive and rather annoying, we're sure you'll agree.

The nub of his gist is this. If you find yourself at the feet of the nasty highway patrolman, quickly get up and run back towards the starting line. Now, notice how the bike mysteriously follows you back up the road. Weird, eh? All you have to do is keep running until O'Reilly is out of sight, then go back to the bike, pick it up and start riding again.

LAKERS vs. CELTICS

TZ: 6/12 FINALS CODE
FROM: HAROON RASHID

Relish the thrill of a Bulls versus Spurs competition with hardly any hassle at all.

We don't want to start another flood of passwords for EA's sports games, but we thought Haroon's code for the final between the Chicago Bulls and the San Antonio Spurs was worth putting in to mark the end of this line of Technique Zone correspondence. The Bulls are in the lead 3-1 and only need one more game to win the NBA Championship.

087 R0S

QUACKSHOT

TZ: 7/12 EXTRA POINTS
FROM: MARK COAKLEY, CARDIFF

Power
Temper
Donald
Points
02
00034000

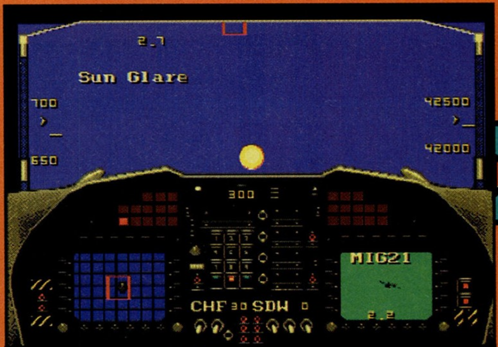
Mark sent in a Quackshot score which was so far beyond the one previously registered in Hyper Players that we would have rejected it had he not explained his method, which is as follows.

Travel to the Viking longship and go to the stage with the crow's nest lifts. Halfway through the level there are two pulleys, but ignore these and travel down the rope to collect the extra life. Keep going and fall off the rope to lose a life and be sent back to the start of the stage. You can keep doing this, and by collecting all the cash bags and get the bird you'll rack up 22,000 points every time.

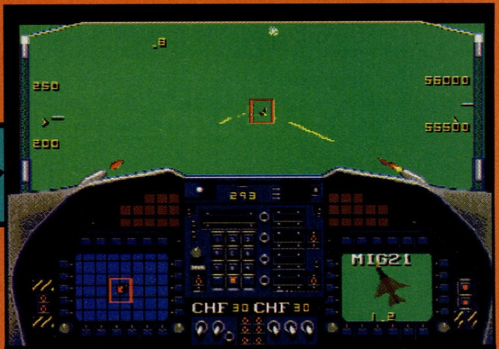
F—22 INTERCEPTOR

TZ: 8/12 BEAT ACE PILOTS
FROM: PAUL, MEGATECH

Paul found an easy way to trounce all the opponents (even the other F-22s) in the Aces' Challenge, and here it is.



Notice how the MiG follows you into the sun.



When he levels off, dive on him and fire!

As soon as the battle starts, go into a vertical climb with your afterburners on so that the F-22 doesn't stall. Put the sun in the centre of your windshield and keep going. Now watch the screen at the bottom right of the control panel and you should see your opponent(s) following you up. Don't worry too much if they start firing their cannons as they probably won't hit you, and even if they do, they won't do much damage.

Keep climbing and keep watching the screen and eventually you should see the other planes levelling off as they reach their ceiling. As soon as this happens, dive straight down on them. Your extra height should be enough to give you plenty of time to line up your guns and rip the enemy planes to pieces before they have a chance to do anything. If you're too slow, simply dodge away and repeat the process until they're finished.

DECAPATTACK

TZ: 9/12 BOSS AVOIDANCE
FROM: DAVID & CHRIS JOLLEY, PETERBOROUGH

Hooray for the Jolley brothers and their anti-boss tactics!

According to those infamous Jolly brothers, you don't have to kill the level two boss in Decapattack. Just before he arrives, jump on the platforms and break the statues before dropping off the platform and running through the exit.

OUT RUN

TZ: 10/12 ALTERNATIVE HYPER MODE
FROM: SCOTT WEAVER, DUDLEY

STAGE 5
GOAL

Enjoy hyper mode the easy way, using Herr Weaver's handy hints.

If your attempts to get Out Run into HYPER mode by the don't-hit-anything method have been stymied, try this easier route to high-speed action. When you get to the START/OPTIONS screen, highlight OPTIONS and press C ten times. And lo, the HYPER mode is now available.

DANGEROUS SEED

TZ: 11/12 EXTRA CREDITS
FROM: KELVIN VAIN, HENDON

More credits than you could possibly want.

99 credits can be yours with this wondrous cheat. Switch on the game and when the demo is running press the D-button left, left, left, up, up, right, left then right.

DEVIL CRASH

TZ: 12/12 PASSWORD
FROM: MICHAEL GOSLING, COVENTRY

BONUS STAGE 6
CLEAR BONUS STAGE
STAGE 1
STAGE 2
STAGE 3
STAGE 4
STAGE 5
STAGE 6

Who'd have believed it? 73 balls!

If you're yearning for another password for Devil Crash try this one, which provides 505,705,300 points and 73 balls.

UUBV99 BQRE

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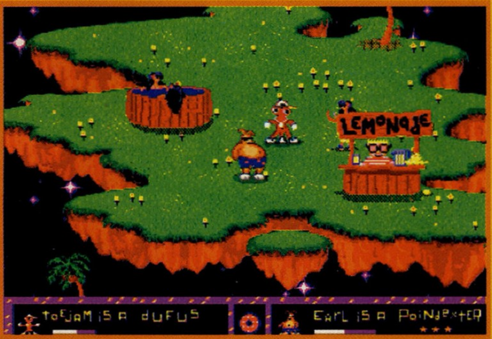
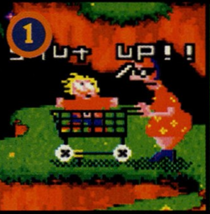
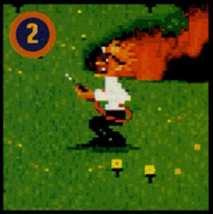
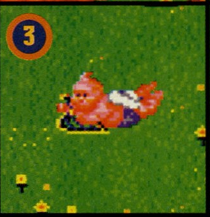
LEVEL ZERO

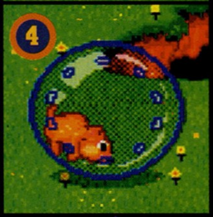


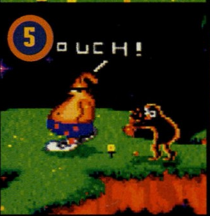
We've printed this tip before, but apparently it wasn't abundantly clear as to what you had to do, so here it is again. Go to level three on the fixed world setting, collecting as many presents as possible on the way. Find a carrot man and ask him what's in the boxes. If you have either the Icarus wings, rocket skates or the float, fall back to level one. Open the present there and cross the water to get to the bottom-left of the screen, where you should find an island. Drop down the hole in the middle to get to level zero.

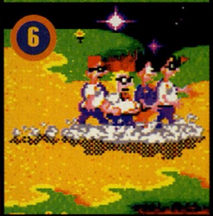


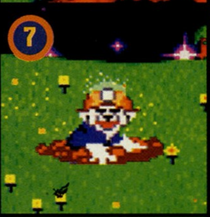


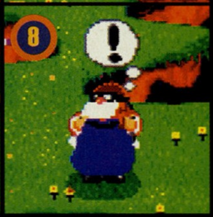


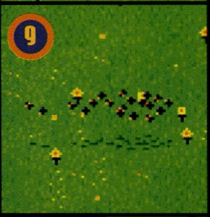


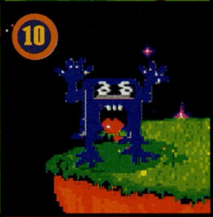


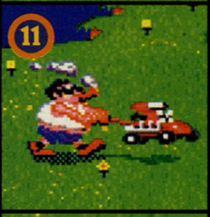


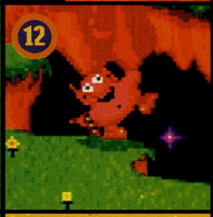


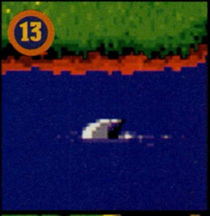


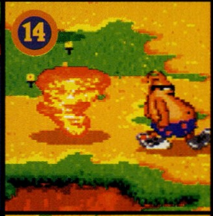


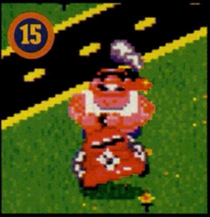


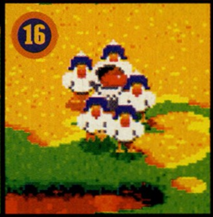


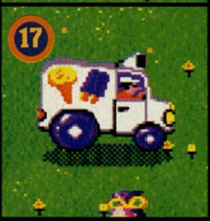


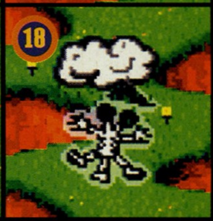












1.Crazed Shopper–These can be shot, out run, or easily avoided.

2.Insane Dentist–These can be slowed down if you hide behind a stationary object.

3.Cupid–Don't stand still if you're near one of these. You can use the Icarus wings or the spring shoes to knock them out of the sky.

4.Hamster in a ball–Shoot or avoid.

5.Bogey man–Keep an eye out for these moving shadows. If you spot one heading towards you either shoot it or run away.

6.Nerd herd–These always run horizontally until the reach the edge of the screen, where they turn around and carry on. They'll always attempt to home in on you, and are difficult to out run. So jump over them or cower behind an object.

7.Moles–Set up a decoy, if you have one, in order to lure the mole away from you. You can out run it if you're on a road, or if you keep zig-zagging across the screen. If there's no escape, dump all of your presents and come back for them later on.

8.Santa–Hold down the A button and creep up on him when he has his head in his sack. Stop moving when he lifts his head up. This way you can creep right up to him. If you touch him he releases loads of presents.

9.Bees–Out run or shoot them.

10.Mailbox Monster–Keep a close watch on any mailbox in the area. Shoot it if it has a pair of eyes.

11.Lawnmower–These are much faster than you, so try to stick to a road, or swim across a lake. They aren't very good at cornering either, so you can pick up some distance on the turns.

12.Li'l Devil–Run or shoot it.

13.Shark–These can't be shot, so leave the water or swim for it.

14.Tornado–Hide behind something when it comes after you, or double back and dodge around it.

15.Fatman–Trying to out run him is risky, so try and trap him behind an object such as the rose bushes.

16.Tomato bazooka chickens–Shoot them and dodge the tomatoes.

17.Ice cream van–Try to lure it into a lake. If you can't do this jump over it using the spring shoes.

18.Storm cloud–If you're unlucky enough to come across one of these, you're best bet is to jump into a lake and stay submerged. Hopefully the cloud will give up and go away.

DESERT STRIKE

ACCESS CODES

HTZ: DESERT STRIKE; CAMPAIGNS 2–4

Amongst the many who sent codes in were David and Chris Jolley of Peterborough, Christopher Williams of Warley and K Golding of Bexley Heath. Enter them on the access code screen to go straight to the respective campaign.

CAMPAIGN TWO:
SCUD BUSTER
WQALOBO
CAMPAIGN THREE:
EMBASSY CITY
WLALBED
CAMPAIGN FOUR:
NUCLEAR STORM
BTTIKLK

ABOVE: Rescue the EANN news crew in campaign three.
TOP: Mission three's jailbreak.

ACCESS CODE CHEAT

HTZ: DESERT STRIKE; ADDITIONAL LIVES

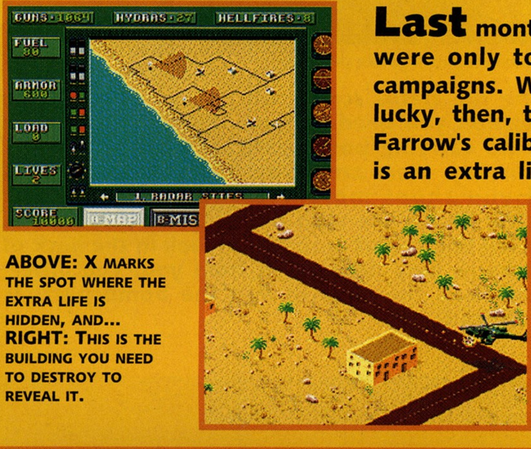
Sam Adams of Ashome discovered this cheat which lets you start any campaign with five lives. The process is as follows:

1) Go to the access code screen and enter TQQQLOM.
2) Return to the options screen.
3) Go straight back to the access code screen and enter the passcode for the mission you want to play (use those above if you like).
4) Make any adjustements (co-pilot or controls).
5) Start the game and, hey presto! Five helicopters are at your disposal.

CAMPAIGN ONE

HTZ: DESERT STRIKE; EXTRA LIVE

Last month we said that extra lives were only to be found on the later campaigns. Well, we were wrong. It's lucky, then, that we have people of C Farrow's calibre to put us right. There is an extra life in the Air Superiority campaign and here's its location (LEFT). Mr Farrow says it's best to leave it until the airfields have been destroyed, as the AAA is much easier to take out.



ABOVE: X marks the spot where the extra life is hidden, and...
RIGHT: This is the building you need to destroy to reveal it.

DESERT STRIKE
RETURN TO THE GULF

WHAT?!

Another page of Desert Strike tips? Well, since the game came out we've been inundated with letters containing maps, access codes and tips, so we thought we'd print a selection of them to complement the six page HTZ printed last issue.

PLUS! Turn the page and witness the wonder of the solution to the fourth campaign

HYPER TECHNIQUE ZONE

DESERT STR
NUC

Scott Falford of Birmingham sent in 15 pages of instructions on how to complete the final campaign in Desert Strike (with diagrams, even) so what could we do except print it? Oh, and give him the software prize for all his hard work, of course. Write in and let us know which games you'd like, Scott.

Notice that mission one is split into two parts, but this shouldn't make things any more difficult.

MISSION ONE; PART ONE

HTZ: DESERT STRIKE; SAVE OIL FIELDS

The red dots in the oil fields are marking the positions of patrolling ZSUs, which are out to destroy the oil storage tanks. If the ZSUs destroy too many of the tanks before you destroy all of the ZSUs, you're ordered back to the frigate for a good telling off, so don't waste any time. You'll need to restock your weapons about halfway through all this, and once they're all gone hunt around the top corner of the storage tanks area for the high speed winch, and refuel.

By the way, the last red dot isn't a ZSU, but marks the location of the landing pad where the commandoes have to be dropped off later on.

MISSION TWO:

HTZ: DESERT STRIKE; STOP OIL SPILL

Head straight down towards the coast and you should find an oil pier spilling it's load into the sea and causing a bad environmental scene. Before you can destroy the pipe you'll need to rocket the AAA and the two VDAs. When they're in flames, you have to shoot the very tip of the pipe, which takes some doing. Use the gun and keep firing until you find the position which results in an explosion sound when you score a hit.

Make your way up the coast to the next pipe, which is guarded by an Aphid and two ZSUs, and use the same method to destroy that. Same again with the final pipe at the top end of the coastline, which has a VDA and two speedboats causing trouble.

MISSION ONE; PART TWO:

HTZ: DESERT STRIKE; RESCUE COMMANDOES...

After mission two, head right until you come to the other side of the sand dunes, then follow them down until you see the commandoes at a hatch in the sand. Collect them all and continue down the dunes towards the landing pad you found in the oil storage depot during the first part of this mission.

MISSION THREE:

HTZ:DESERT STRIKE; RESCUE HOSTAGES

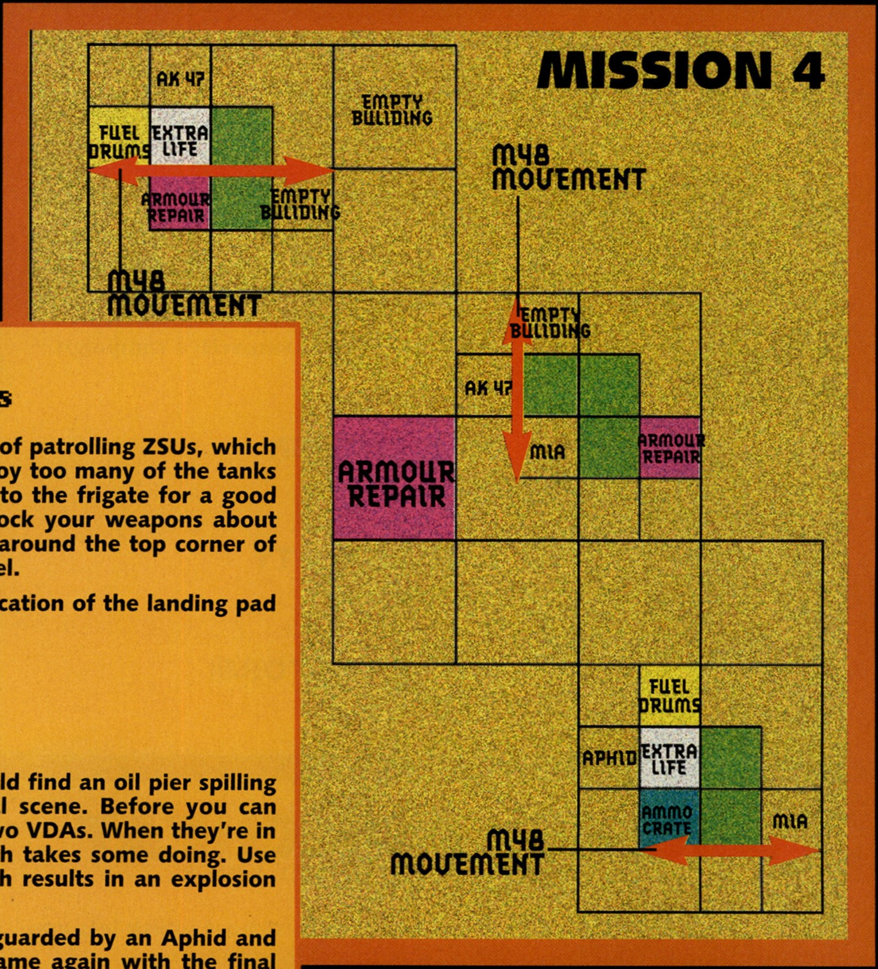
Check the status screen and you'll see the positions of four bomb shelters. Fly towards the bomb shelter situated between the two built-up areas. Immediately destroy the two M48s. Shoot the staircase with your chain gun to free the tortured hostages. Collect them and take them to the nearest LZ.

From there, fly north-east, and you'll soon come across a road and the DANGER ZONE warning should appear. Follow the road to the right and you'll come to a radar site protected by two AAAs. Dispose of these to make mission five much easier. Head to the top of the map and go right until you come to another radar installation. Destroy that as well.

Arm up before heading to the other bomb shelter. Here you'll find two dug-in ZSUs. Use two Hydras to get them out, then two Hellfires each to finish them off. Blast the staircase as you did earlier. Collect the hostages and drop them off at the LZ to the left.

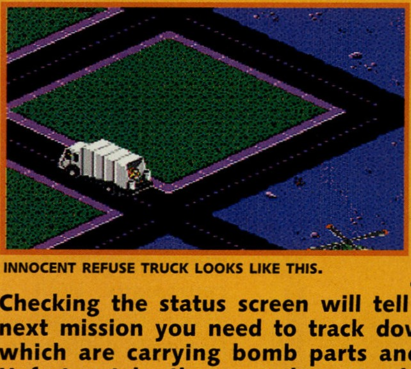
Resupply, then deal with the third shelter the same way as the previous one

Head directly south until you're in line with the bottom road. Fly along its right side and head for the final bomb shelter, where you should find one dug-in ZSU. Deal with that, rescue the civvies and head along the road which is on the left.



MISSION FOUR

HTZ: DESERT STRIKE; DESTROY BOMB PARTS

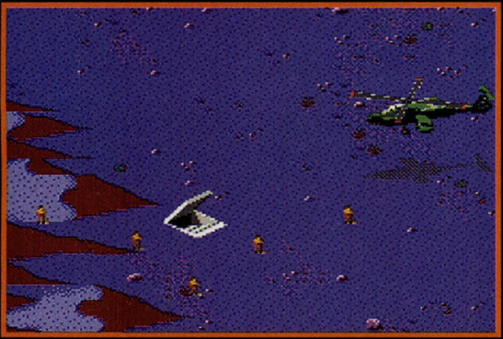


INNOCENT REFUSE TRUCK LOOKS LIKE THIS.

Follow this road and you will run into an M48. Quickly take it out, then blow up the building to reveal extra supplies (use the diagram above).

Checking the status screen will tell you that in the next mission you need to track down refuse trucks which are carrying bomb parts and destroy them. Unfortunately, there are decoy trucks driving around and if you shoot more than two of those it's KKKKKKK (draws line with finger across throat)! The way to tell them apart is simply to look in the back of the trucks as they drive away from you. The difference between the rubbish and the bomb parts is pretty obvious.

RIKE: MISSION FOUR
LEAR STORM



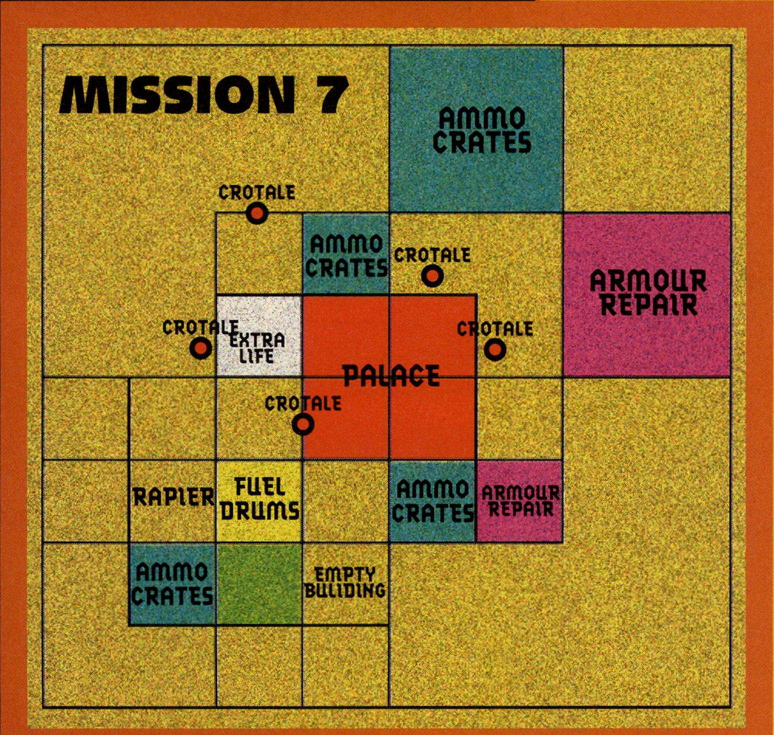
LEFT: Find the commandoes after destroying the gushing oil pipes, then airlift them all down to the landing pad in the middle of the oil storage facility.

MISSION FIVE;
HTZ: DESERT STRIKE; SAVE OIL FIELDS

The nuclear weapons plant is heavily guarded, but if you obeyed orders and destroyed the two radar sites earlier it shouldn't prove too difficult. Destroying the five Crotales is easy as long as you try to hit them between shots. Now blow up the weapons plant, making sure you get everything, especially the tower, which is hiding an armour repair kit. And don't forget to grab the scientist.

MISSION SIX:
HTZ: DESERT STRIKE; DESTROY POWER STATION

Drop the scientist at the nearest LZ and restock your ammo and fuel. From there, fly towards the power station and, after taking care of the four M48s defending it, blow it away. Pick up the spoils (armour and ammo) if you need them before leaving for mission seven.



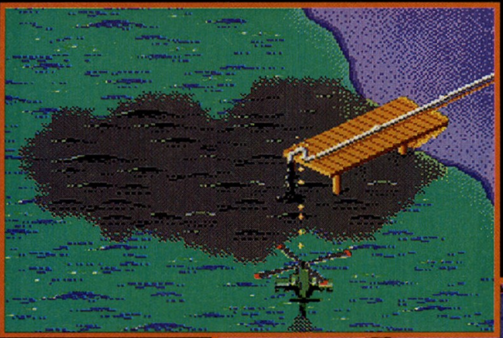
MISSION SEVEN:
HTZ: DESERT STRIKE; DESTROY KILBABA'S PALACE

You can approach this mission from any number of ways, but you will need a lot of ammo, so make sure you're well stocked before you start. There's a lone Crotale at a T-junction near the power station which will leave behind a crate if you're desperate. The Crotales near the palace also provide ammo, as do many of the surrounding buildings (check the diagram). Find the extra life, too–you'll be needing it. With everything else destroyed, open up on the palace until it's in ruins, then land on the pad to complete the mission.

MISSION EIGHT:
HTZ: DESERT STRIKE; PREVENT KILBABA'S ESCAPE

Head straight from the palace to the runway where the bomber and the ATV will be waiting. Dealing with this can be tricky. As you approach the plane fire one Hydra to kill the Aphid-bearer standing next to the ATV then position yourself around the plane so that you are at the top. Keep firing at the plane until a hole appears in the fuselage then stop shooting. Pick up the man standing on the port wing (that's your co-pilot) then start shooting again with everything you've got. It's essential that the plane doesn't leave the ground or Kilbaba will escape and all this will have been in vain. If you manage to stop it, HOORAY! Now watch the end sequence...

...MISSION EIGHT ACCOMPLISHED....
...DESERT STRIKE COMPLETE...

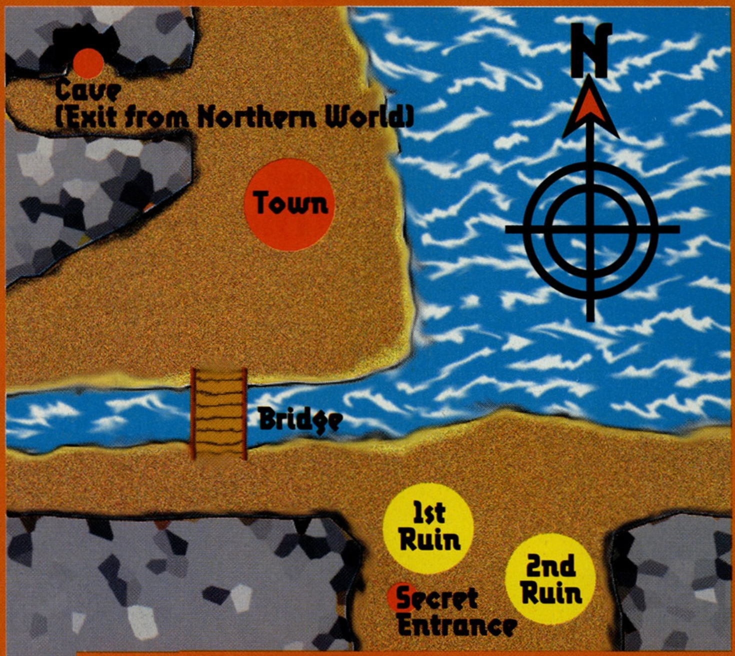


ABOVE: Get into this position to shoot the ends of the oil pipes and listen for the explosion noise to tell you when you're doing the damage.

RIGHT: Be sure to get the winch early on in the campaign. You'll need it.

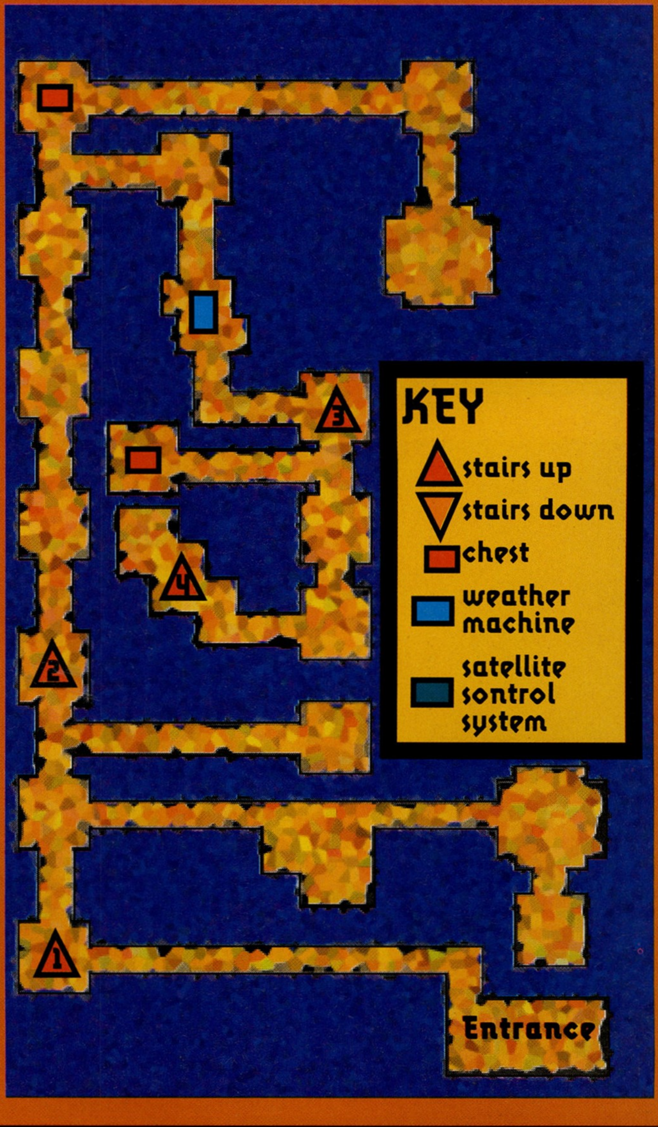
PHANTA

Cast your minds back to the March issue, when Sandro Zancani wrote into Helpline with a problem on Phantasy Star III. He couldn't get anyone to take him in the boat on the snow world, find the precious stone which allows access to the desert world, nor he find the weather-changing machine. When Damien Barry of Brentwood saw that we couldn't help Sandro out, he magnanimously sent in this guide to that part of the game to bring relief to anyone out there who's having problems with it. Take it away, Damien.


Cave
(Exit from Northern World)
N
Town
Bridge
1st Ruin
2nd Ruin
Secret Entrance

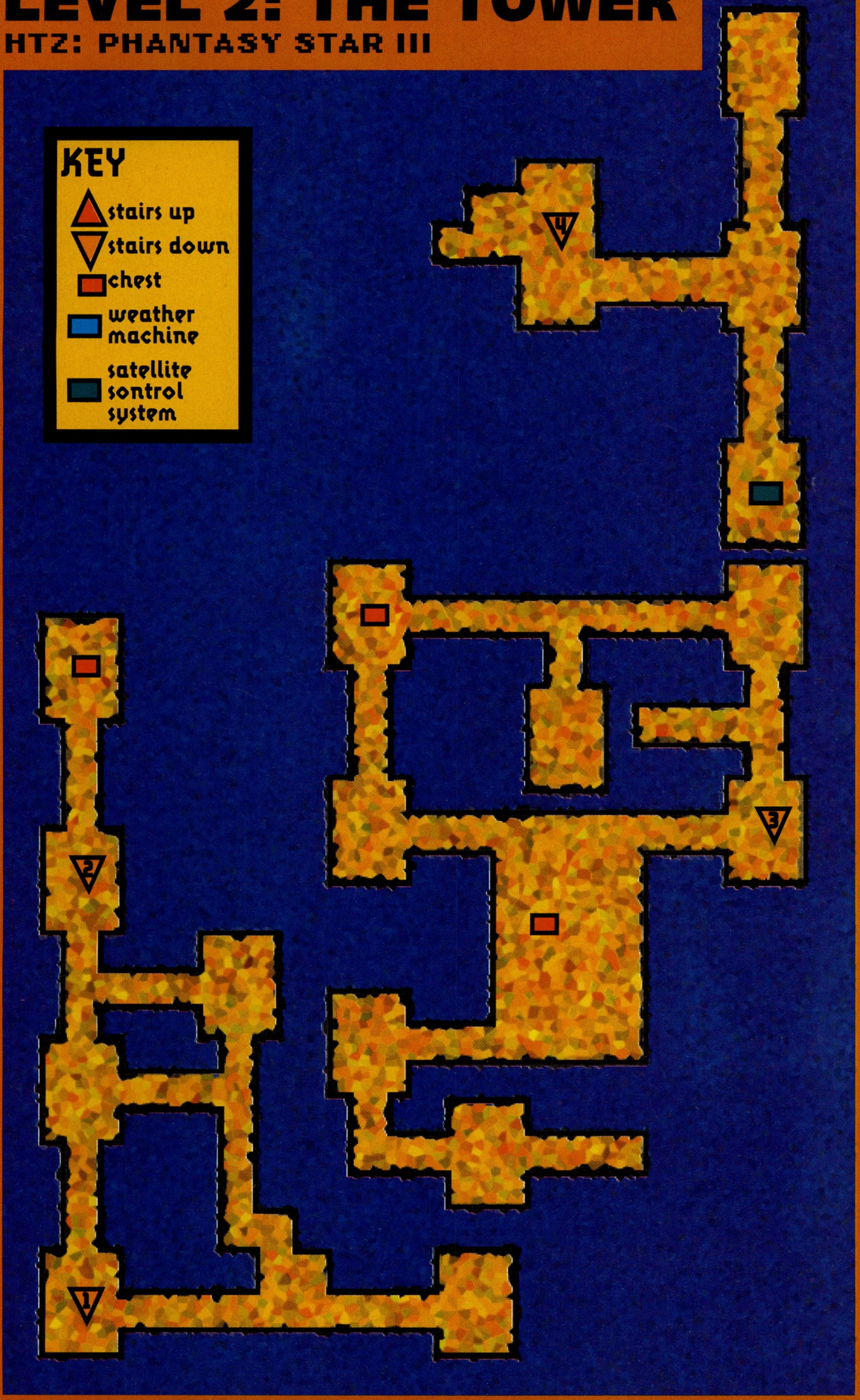
LEVEL 1: THE TOWER

HTZ: PHANTASY STAR III


3
4
2
1
Entrance
KEY
stairs up
stairs down
chest
weather machine
satellite sontrol system

LEVEL 2: THE TOWER

HTZ: PHANTASY STAR III



Look at the map on the far left. To find the secret entrance in the snow world, head south. Go over the bridge, then go east and you should see two ruined castles. Go through the closest ruin, heading south and you should find yourself in the maze heading towards the desert world.

After going through the maze, head west to reach the town of Hazatak. It's situated at the very northern point of the water region in the desert world. From Hazatak, go west to a cave to get the wren cyborg, which is the only creature able to operate the weather machine.

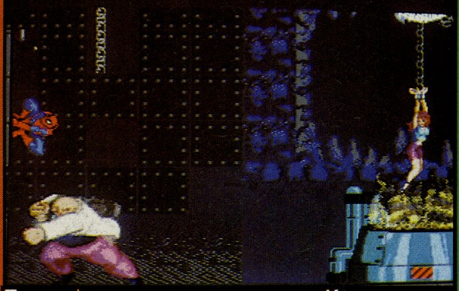
After finding the wren cyborg, head back east toward Hazatak and when you reach Hazatak carry on going east until you reach one of Laya's palaces. Head south from there and you should reach a tower. Enter the tower and go through the maze (illustrated in these diagrams) until you find Lyle. Get him to join your group and then use the map to find the weather machine.

help!

HELPLINE

As Edward George Earle Bulwer Lytton once put it, “The pen is mightier than the sword, and the laser (especially if you don’t know what you’re supposed to do with them) ”. Actually, he didn’t say anything about lasers, but if you’re suffering weapon problems, or if you’re troubled by something else in a Megadrive game, activate Biro Power and write to Helpline, MegaTech, 30-32 Farringdon Lane, London, EC1R 3AU. State the exact nature of you’re problem and what help you’re after. Best handwriting please!

Now, to business, in what has turned out to be a bit of a Spiderman Special...


This isn't the best way to defeat Kingpin, but even Spidermen need to relax now and again.

LIFE
WEB
$0
TIME 12:29
Could this be the mysterious cave level of which Sam Tibbles (and his brother) speaks?

It's Sandman! Lure him to the hydrant and open the valve to spray him to oblivion.

Venom! A flabby old git wearing a black alien symbiote. Easy.

spiderman

I hope you can help me with a slight problem I’m having with Spiderman. I’ve had the cart for two months and I can get all the way to the end of the game, which is where I come unstuck. I cannot beat the King Pin – no matter what tactics I try. I hope you guys can give me some help that will enable me to beat the fat so and so.

C Maxted, Kent

Ok, first, ditch the idea of using your webs and your fists, only flying kicks will do any damage, and then they only harm him if they hit at the split second he turns around. Call up your shield so you can deflect the King Pin’s blows, then jump over him when he runs at you and try to flying kick him as he turns around. Remember Mary Jane is steadily being lowered into the pit, so you need to keep webbing the chain to save her.

My brother and I can get to the cave level in Spiderman, but we don’t know where to go to next. Can you help us or print a level skip cheat?

Sam Tibbles, Buxton

Cave level? There isn’t one, Sam. Presumably you mean the sewers? If so you’re probably stuck in the chamber at the end. What you have do here is go as far down and left as you can (this is mainly accomplished by swinging on webs), and you’ll find The Lizard lurking at the end of the stage.

I’ve had Spiderman for ages, but no matter what I do I cannot beat the Sandman. Could you please tell me how to beat him?

Tim Pearce, Plymouth

Simple. Lure Sandman to the fire hydrant at the start of the level, and kick it when he approaches. This should release torrent of water that washes The Sandman away.

We can’t get past Venom when he appears on the roof top in Spiderman, how do you kill

him? Is there a way to beat the Hobgoblin without losing lots of energy or using up too much web fluid?
Jon and Sam Worley, Lymm

Batter Venom the same way you did when you met him in Central Park – duck under his jumps, stand up, then web him. As for the Hobgoblin, make a shield and flying kick him.

Make a shield before you take on Hobgoblin.

streets of rage

I recently bought the brilliant Streets Of Rage and I'm having trouble getting far into it. Do you have any cheats for lives or a level select mode?
Gavin Wallace, Newcastle

Dead simple this. While playing, unplug your joypad, and connect it to port two. This will give you four extra credits, although it doesn't work on the final level. Alternatively, press Left, Left, B, B, B, C, C, C and Start when Game Over appears.

1UP-170000 ×5
×1 49 ×1
2UP-181500 ×5
PAUSE

Four extra credits can be yours in SoR.

marble madness

I read in MegaTech and Mean Machines that there is a secret water level in Marble Madness. I know the way to it is on level one, and while I was messing around I made a ramp pop up (although I can't remember how I did it). But how exactly do you get to this level? I am about to start my GCSE's and they might suffer if I don't find this level soon. Please help me!
Neil Martin, Sittingbourne

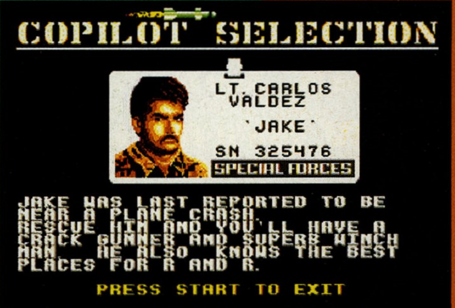
The ramp appears if you don't move for a few seconds, and has nothing to do with the water level. As for the water level, we still haven't quite been able to track it down yet. The usual method of sitting on the platform with the numbers on at the end of level one until the counter ticks down to 13 doesn't seem to work. Any ideas, anyone?

Where is that hidden water level? Not round this part of the game, that's for sure.

desert strike

I can find Jake on mission one, but I don't know how to select him as my copilot. Please can you help me out?
Stuart Ward, Reading

It seems that, after his harrowing plane crash, Jake disappears and spends some time at those R and R havens he knows so well, so, basically, he can't be selected until the third mission. Until then use Keith "Tracker" Michaels who's the next best.



COPILOT SELECTION

LT. CARLOS
VALDEZ
`JAKE`
SN 325476
SPECIAL FORCES

JAKE WAS LAST REPORTED TO BE NEAR A PLANE CRASH.
RESCUE HIM AND YOU'LL HAVE A CRACK GUNNER AND SUPERB WINCH MAN. HE ALSO KNOWS THE BEST PLACES FOR R AND R.

PRESS START TO EXIT

Jake's only available after the second campaign in Desert Strike.

sword of vermillion

I can get all the way to the cave of Thule at the end of the game, but come across a locked gate. Could you please tell me where the key is or how to get past it?
James Morrison, Kilwinning

Sorry, can't help you there. We're throwing this one open to our wonderful readership. Can someone send us the solution to James' problem?

HP.
69 / 423
MAGIC.

How does a fellah open The Gate of Thule?

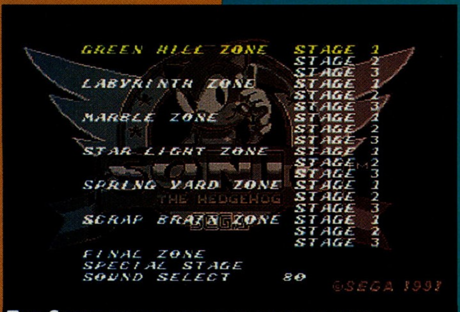
fantasia

Please could you see your way to telling me how to finish Fantasia? I've been right to fire world at the end of the game and found the fantasy fairy, but she won't send me back to the orchestra to register the last of the master's music. All Mickey can do is bounce off the top of her head before being killed by the flame. I can't find any of the secret levels either, can you help?
Mark Harper, Cleveleys

This is another one that eludes us as no one hear liked the game enough to play that far. Anyone want to drop us a line so we can help Mark out?

While the Apprentice Sorcerer slept
his master's music was stolen away .
Now his dreams must restore the notes
so the music again can play .

Mickey exhibits the natural reaction to a game of Fantasia.



The Sonic cheat screen is easy to find.

sonic the hedghog

Could you tell me how to activate the options screen on Sonic as I can't seem to get it working.
Gavin Morgan, Stafford

Cor, come on Gavin, this is the oldest tip in the book! When Sonic appears and starts waving his finger at you, quickly press UP, DOWN, LEFT, RIGHT, then A and START simultaneously to make the level select menu appear. You've got to do it really quickly (ie, before the demo starts) or you'll have to reset and try again.

Stuck on stage two? Use the level select to transport Michael ever closer to Mr Big.

moonwalker

Could you please tell me how to defeat the nasties at the end of the second stage of the Hideout?
R Adams, Essex

You've just got to keep attacking them. If you're really desperate try this level select cheat. Plug in a second joypad, go to the 1-player/2-player screen, press and hold up/right on pad one while holding down A and Start on pad two, now press Start on pad one and you should be able to select your starting level.

POWER
TRIES x02
ITEMS x00
SCORE 00000200

'Ghost Mickey' cheat? This is the only way to turn Mickey into a ghost (well, sort of).

mickey mouse

After reading issue 4 I noticed you told Shaun Pepper from Enfield that you didn't think there were any cheats for Castle Of Illusion. I can prove you wrong though, if you press A, B, C and Start, Mickey becomes "Ghost Mickey".
Christopher Booking, Dorking

Poor deluded child. This cheat doesn't work! So much for proving us wrong.

HELPLINE HEROES

Below you'll find contributions from Stuart, Greg, Daniel and Paul, who are this month's Helpline Heroes. If you're having trouble with a game listed below, write down a detailed description of where you're stuck and what help you want, bung it in an envelope along with an SAE (otherwise you won't get a reply) and mail it to the relevant person.

688 Attack Sub, Alien Storm, Altered Beast, Bonanza Brothers, Cyberball, Decapattack, Eswat, Flicky, Forgotten Worlds, Ghostbusters, Ghouls 'N' Ghosts, Golden Axe, James Pond, John Madden '92, Kings Bounty, Castle of Illusion, PGA Tour Golf, Revenge Of Shinobi, Road Rash, Sonic The Hedgehog, Spiderman, Super Real Basketball, Thunderforce III, Whip Rush, Italia '90, Zany Golf, Robocod.
Stuart Tomlinson, 8 West Drive, Tintwhistle, Via Hyde, Cheshire, SK14 7LX

Road Rash, Spiderman, Crackdown, Fantasia, Revenge Of Shinobi, Dick Tracey, Strider, Arnold Palmers Golf, Alex Kidd and the Enchanted Castle, Altered Beast.
Greg Smithers, 38 Bray Cottages, Letchworth, Herts, SG6 2AS

Sonic The Hedgehog, John Madden Football, Devil Crash, Saint Sword, Super Monaco GP, Ghouls 'N' Ghosts, Golden Axe, Afterburner II, Alien Storm, Arrow Flash.
Daniel Smithers, 38 Bray Cottages, Letchworth, Herts, SG6 2AS

Alien Storm, Arcus Odyssey, Batman, Darius 2, Decapattack, Devil Crash, F-22, Gynoug, Granada X, Herzog Zwei, The Immortal , James Pond, Robocod, Kings Bounty, Magical Flying Hat Turbo Adventure, Marble Madness, Mickey Mouse, Marvel Land, Onslaught, Phelios, Quackshot, Road Rash, Shadow Dancer, Stormlord, Streets Of Rage, Spiderman, Shining In The Darkness, Saint Sword, Start Control, Star Flight, Turrican, Technocop, Wrestleball.
Paul Gaskell, 28 Tudor Ave, Stalybridge, Cheshire, SK15 3EL

Afterburner – 27,861,520

Batman – 561,900

420
SCORE
15935
LEVEL
6

Columns – 52,064,674

Darius 2 – 6,530,390

Desert Strike – 3,644,000

SCORE 86450
STAGE 2-8
PAUSE

Dick Tracey – 214,500

F22 Interceptor (Korea) – 32,767

AFTERBURNER
27,861,520
Daniel Sullivan, Coventry

ALIEN STORM
100 Supreme Ruler
Jim Graham, Stevenage

ALTERED BEAST
4,463,300
Wayne Lockwood, Boroughbridge

BATMAN
561,900
Danny Kenmure, Edinburgh

BATTLE SQUADRON
8,912,101 (easy level)
Asif Akhtar, Wimbledon

BONANZA BROTHERS
9,762,777
Paul Whiting, Kidlington

BUDOKAN
Finished on one life
Jim Graham, Stevenage

CALIFORNIA GAMES
Footbag
106,610
John Walker, Orpington

Surfing
8.2
John Walker, Orpington

COLUMNS
52,064,674
James Sturgeon, Stoke

DARIUS 2
6,530,390
Mark Hogg, Burton-on-Trent

DECAPATTACK
Completed with six lives left
Dan Towes, Gillingham

DESERT STRIKE
3,644,000
David Barden, Blakeney

DEVIL CRASH
999,999,900
Julian Rignall, Megatech

DICK TRACY
214,500 (Easy)
Dan Towes, Gillingham

DJ BOY
9,835,700
Jonathon Tilbrook, Sheffield

DOUBLE DRAGON 2
51,280
Bob Payne, West Bromwich

EA ICE HOCKEY
53-5 (Canada vs USA)
Graeme Davidson, Glasgow

EARNEST EVANS
1,480,050
David Wheeler, Caerphilly

ESWAT
224,300
Martin O'Neil, Tonbridge

F-22 INTERCEPTOR
USA–32,767
Neil McCrory, Dumbarton

USSR–29,484
Dean Lloyd, Rugeley

IRAQ–29,505
Dean Lloyd, Rugeley

KOREA–32,767
Neil McCrory, Dumbarton

FANTASIA
11,683,600 (hardest level)
Chris Maginnis, Linlithgow

HYPER PLAYERS

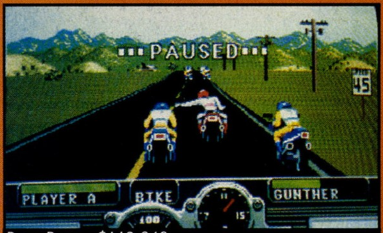
If you want recognition in the pages that are worth more than an entry in Who's Who, you've got to be able to produce a feat of such games-playing prowess that it knocks us, and the current high score for six.

We're only interested in scores you've achieved on one credit, so stay off the continues. We also want you to tell us what level you got to and what difficulty setting the game was on. Send your entries on the coupon supplied, or on the back of a postcard (that saves us opening the envelopes and chafing our thumbs) to HYPERPLAYERS, Megatech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Remember, we've played just about every Megadrive game around and we can usually spot hooky scores, so no cheating.

Golden Axe II – 381.5

Pacmania – 1,000,111

Rambo 3 – 999,999,990


Road Rash – $112,040

Two Crude Dudes – 217,170

NAME.......................................
ADDRESS..................................
....
....
....
GAME.......................................
DIFFICULTY SETTING..............
LEVEL.......................................
SCORE......................................
GAME.......................................
DIFFICULTY SETTING..............
LEVEL.......................................
SCORE......................................
GAME.......................................
DIFFICULTY SETTING..............
LEVEL.......................................
SCORE......................................
GAME.......................................
DIFFICULTY SETTING..............
LEVEL.......................................
SCORE......................................

FATAL REWIND
2,471,380
Ian Collins, Dawlish

FIRE SHARK
7,122,130 (Completed)
Sharon Mitchell, Ealing

FLICKY
1,131,500 (seven credits used)
Kevin Gaffar, Chelmsford

FORGOTTEN WORLDS
1,985,400
Steven Burge, Fakenham

GAIARES
1,608,352
Asif Akhtar, Wimbledon

GAIN GROUND
166,334
Glenn Squibb, Isle of Wight

GHOSTBUSTERS
16,850,000
Jacob Davis-Pyke, Ashford

GHOULS 'N' GHOSTS
984,620 (Professional)
Steven Burge, Fakenham

GOLDEN AXE
645.5
Jonathon Vince, Saffron Walden

GOLDEN AXE II
381.5 (Completed)
Nathan Preston, Mid-Calder

GRANADA X
23,563,545
Carl Bown, Bournemouth

GYNOUG
1,130,450 (Hard level)
Wayne Turner, Chelmsford

HARD DRIVIN'
205,602 (Hard)
Stephen Challis, Milton Keynes

HEAVY UNIT
192,900
Daniel Creser, Horthampton

HELLFIRE
10,947,090
Asif Akhtar, Wimbledon

JAMES 'BUSTER' DOUGLAS BOXING
11,368,485
Martin Fraser, Caithness

JOHN MADDEN '92
All Madden 262–New England 10 (1176 rushing yards, one hour game)
Simon Rodd, Broadstairs

KLAX
8,064,580 (import version)
Sharon Mitchell, Ealing

2,400,050 (official version)
Donna Chilcott, Somerset

LAKERS VS CELTICS
Lakers 210 - Celtics 104
Simon Show, Heywood

MARBLE MADNESS
67,610
Paul Glancey, Megatech

MARIO LEMIEUX HOCKEY
Chicago 22 – Calgary 2
Ray Peakes, Colindale

MERCS
Arcade Mode
1,277,350
Lee Harwood, Blyth, Northumberland

Original Mode
912,750 (Level 8, no credits used)
Andrew Alexander, Wallsend

MICKEY MOUSE
504,400
Sharon Mitchell, Ealing

MIDNIGHT RESISTANCE
1,531,800 (Normal)
G W Bird, Leyton

MOONWALKER
854,100
Simon Gisbourne, Houghton-on-the-Hill

MUSHA ALESTE
133,896,380
Rodney Scotland, Northampton

NEW ZEALAND STORY
522,360
Nigel Weston, Wilmslow

OUTRUN
13,008,240 (Hyper)
David Rowe, Bishops Stortford

PACMANIA
1,000,111 (Hard)
Lee Tooze, Brixham

PGA TOUR GOLF
Avenel
262 (best 72)
Dean LLoyd, Rugeley

Sawgrass
249 (best 72)
James Thomas, Salford

51 strokes (best 18)
Simon Bond, Stoke-on-Trent

West Stadium
51 strokes (best 18)
Dean LLoyd, Rugeley

Sterling Shores
54 strokes (best 18)
Dean LLoyd, Rugeley

PITFIGHTER
1,863,100
Dion Fegan, Hants

POPULOUS
515,090 (Genesis level)
Philip Best, St Austell

QUACKSHOT
602,000
Rita Guinness, Newcastle-under-Lyme

RAIDEN TRAD
2,072,650 (Easy)
Neil Morgan, Reading

RAMBO III
999,999,990
Chad Lewzy, Walthem Cross

REVENGE OF SHINOBI
9,999,900
Daniel Sullivan, Coventry

ROAD RASH
$112,040
Stuart Newsome, Sheffield

ROBOCOD
9,493,800 (game completed)
David Brunt, Birmingham

ROLLING THUNDER 2
11,126,000
Ben Bibbings, Fleet

SHADOW DANCER
2,123,800
Sven Chesters, Sussex

SONIC THE HEDGEHOG
9,999,990
David Glover, Driffield

SPACE HARRIER II
27,283,600
Lee Royle, Reading

SPIDERMAN
151,600 (Nightmare level, completed with 22 hrs21mins 8 secs to spare)

STREETS OF RAGE
999,990
Radion Automatic, Mean Machines

STRIDER
195, 800
Paul Barnett, Wonersh Common

SUPER HANG-ON
Expert: 90,892,640
Stuart Morgan, Kegworth

SUPER MONACO GP
5,227 Driver's Points
Stuart Morgan, Kegworth

SUPER THUNDERBLADE
6,770,580 (Hard)
Mark Diplock, Brighton

TASK FORCE HARRIER
765, 000
Neil Brockhouse, Bolton

TEST DRIVE 2
259,511
Wayne Turner, Chelmsford

TETRIS
43,953 (281 lines)
Kenji Crompton, Barrow-in-Furness

THUNDERFORCE II
2,612,010
Asif Akhtar, Wimbledon

THUNDERFORCE III
5,222,900 (Mania setting, completed)
David Barden, Blakeney

TOE JAM & EARL
1,523 (completed with Toe Jam)
Sven Chesters, Sussex

TOKI
311,960
Shaun Sumner, Wigan

TROUBLE SHOOTER
669,780 (Completed on normal level)
Ben Randell, Hastings

TRUXTON
1,531,790
Caig Wilkins, Northampton

TWO CRUDE DUDES
217,170 (Hard)
Ian Mayes, Hatford

TRUXTON
1,440,630
James Duckworth, Lythem

ULTIMATE TIGER
4,100,000
Robert Ingram, Hounslow

WARDNER
400,000 (Normal)
J Thomson, Littleborough

WINTER CHALLENGE
Speed Skating–21.35 seconds
Gary Nunn, Chesham

Cross Country–3 mins 37 seconds
Ian Sherriff, Plymouth

Downhill–1 min 42.93 seconds
Richard Pursey, Ilford

Ski Jump–110.9m
Gary Nunn, Chesham

Biathlon–4 mins 8.3 seconds
Robert Butcher, Biggin Hill

WORLD CUP 90
21-0 (England vs Denmark)
John Williams, Hants

WRESTLE WAR
Completed in 12min 30s
Danny Kenmure, Edinburgh

ZERO WING
2,090,890 (Easy)
John Powell, Dukinfield

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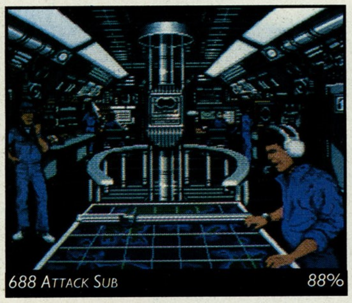
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Alien Storm 78%

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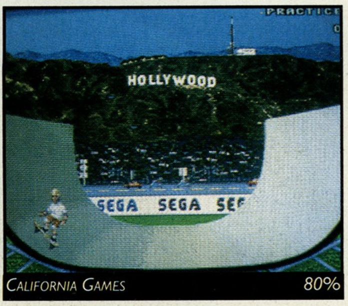
Batman 83%

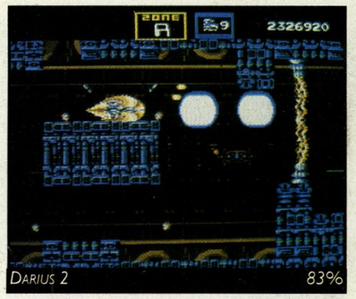

California Games 80%

GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	M'TECH RATING	
688 ATTACK SUB	ELECTRONIC ARTS	£39.99	80	80	89	88	86	88	An excellent submarine simulation which gives you ten missions to complete as a US sub commander, or six as a Russian. Although it sounds dull, it's a very compelling game and is thoroughly recommended to someone who's after something different (with plenty of "depth"–ho! ho!).
AEROBLASTERS	KENIO	IMPORT	78	84	81	85	71	78	A fairly easy-to-complete one or simultaneous two-player horizontally scrolling blast. The graphics, sound and playability are all excellent, but that low challenge factor means it can only be recommended to shoot 'em up novices.
AFTERBURNER II	SEGA	£34.99	86	91	92	92	82	90	All the thrills and spills of the original machine have been included as you fly your fighter through 23 missions of amazingly smooth and fast 3D action. The sound is also terrific, with a variety of thumping good rock soundtracks and great sampled speech. If you're an Afterburner fan, this is the best conversion you're ever likely to play.
ALEX KIDD IN THE ENCHANTED CASTLE	SEGA	£39.99	70	67	64	72	62	68	The graphics and sound are almost Master System standard, and while it's fun to play, with plenty of secret rooms and things to work out, it lacks that really addictive spark that makes the 8-bit Sega Alex Kidd games so much fun to play. For ardent Alex Kidd fans only.
ALIEN STORM	SEGA	£34.99	84	90	80	89	71	78	An absolutely outstanding conversion of the coin-op, with great graphics and highly enjoyable one or two-player action. The big problem is that it's just too easy. For some unknown reason, the import version is harder, but even then it's not that difficult to finish.
ALISIA DRAGOON	SEGA	£39.99	83	94	80	84	89	88	Alisia Dragoon and her pet dragon's inhabit the far-flung dimension of fantasy land, where all is not well. An evil dictator controls the land and only Alisia can wrest it from his grasp. What this boils down to is a multi-directional scrolling platform game, with plenty to shoot and lots of features to keep the player hooked. A fresh approach to an old format.
ARCUS ODYSSEY	RENOVATION/ UBI-SOFT	£44.99	86	88	87	90	75	86	Arcus Odyssey is peculiar game which can be likened to a 3D Gauntlet clone. The object is to guide your hero(s) (it's two-player simultaneous) around a number of forced perspective levers in search of the witch-queen Castorima. Excellent, and addictive.
ARNOLD PALMER'S GOLF	SEGA	£39.99	85	79	69	86	80	85	This is a pretty decent golf sim. Featuring a variety of options, excellent graphics (the 3D viewpoint and the animation on the large golfer sprite are both superb) and a very tough course indeed, Arnold Palmer's Golf will appeal to golf and sports simulation fans alike.
ASSUALT SUIT LEYNOS	NCS	IMPORT	82	80	81	73	71	73	This strange sort of platform-cum-shoot 'em up puts you in control of a multi be-weaponed space commando. While the graphics and sound are very good, the gameplay borders on frustrating - there are loads of things to shoot down and the control method is very fiddly, so unless you're prepared to stick with it, you won't get full enjoyment from the game.
ATOMIC ROBO KID	UPL	IMPORT	70	79	78	84	76	82	There are four different power-ups to collect in this accurate multidirectionally scrolling coin-op conversion. The gameplay is tough enough to keep you coming back for more. Check it out if you're after a no-frills blast with the emphasis on pure destruction.
AXIS FZ	WOLF TEAM	IMPORT	84	85	65	86	80	84	A very unusual and original forced perspective 3D blaster in which you control a armoured robot who patrols the multidirectionally scrolling landscape in search of things to blow up. It's great fun and is highly recommended if you can find it.
BATMAN	SEGA	£34.99	87	90	91	86	72	83	The graphics and sound are truly tremendous: the beautifully-drawn backdrops are as sombre-looking as the sets in the film. The only problem is that the game is fairly easy to beat, so expert gamers might not get full value for money out of this.
BATTLE SQUADRON	ELECTRONIC ARTS	£39.99	78	83	79	82	81	80	A tough, frantic and noisy one or simultaneous two-player up-the-screen blaster. Although it's pretty much devoid of original features, it's a fun game and lays down a challenge to test even the most experienced of shooting fanatics.
BLOCK OUT	ELECTRONIC ARTS	£34.99	78	70	30	93	91	91	This sort of 3D Tetris is surely the finest Megadrive puzzle game available. Packed with tons of options (including a simultaneous two-player mode) and featuring highly addictive gameplay, this is a must for your collection.
BONAZA BROS	SEGA	£34.99	82	88	84	86	55	73	Like Alien Storm, this is another superb conversion which is let down by the fact that it's just too easy. The two-player action is fun, but at the end of the day what you need is a challenge, and unless you're a games novice, this simply fails to deliver.
BUCK ROGERS- COUNTDOWN TO DOOMSDAY	ELECTRONIC ARTS	£49.99	88	76	58	93	90	91	As RPG's go, this is one of the best on the Megadrive. Based around the TSR board game, it's set in the 25th century and casts you as the leader of a platoon of six rookie soldiers who are out to stop the evil RAM organisation from taking over Earth. Absorbing gameplay, and a must for RPG fans.
BUDOKAN	ELECTRONIC ARTS	£39.99	87	83	79	90	86	89	Billed correctly as a "thinking man's beat 'em up", this graphically and sonically superb oriental fighting game lets you take out your aggression with four different martial arts skills - nunchuku, bo, karate and kendo. With over 25 moves per art and 12 very tough opponents, Budokan isn't a game you'll master overnight.
BURNING FORCE	NAMCOT	IMPORT	78	83	82	79	71	76	Very much in the Space Harrier mould, this 3D shoot 'em up puts you in the seat of a high-powered jetbike with the object of blowing up everything that gets in your way. There are extra weapons to pick up, of course, and there are plenty of mean 'n' meaty aliens to blow into oblivion. The graphics are very attractive, and the sound isn't too bad, but unfortunately the gameplay gets rather repetitive after a while.
CALIFORNIA GAMES	SEGA	£39.99	80	88	70	83	79	80	Head off to the sun-soaked Californian coast to partake in five events such as surfing, skateboarding and roller skating. Totally excellent fun.
COLUMNS	SEGA	£39.99	76	69	93	88	87	88	Sega's answer to Tetris, the aim of this rather cerebral game is to match groups of three differently-coloured jewels as they fall down the screen. The sound is excellent, and there's a huge variety of options, including arcade-style time trials, three different difficulty settings, nine different starting levels and a two-player head-to-head mode which adds to the game's lasting appeal.

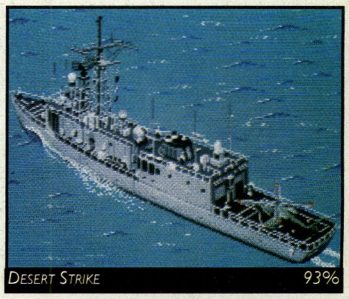
GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	M'TECH RATING	
CRACKDOWN	SEGA	£39.99	81	70	75	78	61	65	Another one of those very good, but all-too-easy arcade conversions. The two-player aspect is fun, and the game is enjoyable to play but the lack of challenge means that only a videogame novice will get his money's worth.
CURSE	MICRONET	IMPORT	66	71	69	71	67	70	While Curse is fun to play, it suffers from a lack of originality and one very annoying feature - when you die you lose all your extra weapons, and it's very difficult to continue. Try out other shoot 'em ups like Hellfire or Atomic Robokid before shelling out for this.
CYBERBALL	SEGA	£34.99	79	79	82	81	77	80	A decent conversion of the multi-player coin-op American football game which features robots instead of humans, Cyberball features pretty neat graphics but has been overshadowed by the likes of John Madden '92, which are offer superior gridiron gameplay. If you're an American Football fan, try this out - but not until you've seen these others.
DARIUS II	TAITO	IMPORT	83	85	82	87	80	83	A very stylish horizontally scrolling shoot 'em up which sports tremendous graphics and seven completely different endings, depending on which route you take through the game! Recommended to ardent blasting fans.
DARWIN 4081	DATA EAST	IMPORT	78	81	74	77	67	74	A conversion of the rather obscure vertically scrolling shoot 'em up, Darwin 4081 is yet another scroll-up-the-screen alien blasting game with extra weapons and big end-of-level guardians to destroy. It's fun for a while, but there's nothing new. on offer that puts it ahead of any other Megadrive up-the-screen shooter.
DECAPATTACK	SEGA	£34.99	74	80	70	83	81	82	A fun-filled platform game which is basically identical to the old import game, Magical Flying Hat Turbo Adventure, except it has different sprites. Platform fans will love it - if you're one, check it out.
DESERT STRIKE	ELECTRONIC ARTS	£34.99	92	91	85	95	93	93	Put on your flight gear, and get your bird whirlin', in this novel shoot 'em up. You have to pilot your AH-64 attack helicopter against the forces of a middle-east country. Loads of action and plenty of missions. Essential.
DEVIL CRASH	TECHNOSOFT	IMPORT	86	91	84	93	88	90	A stunning-looking pinball simulation which is packed full of features. The ball movement is completely realistic, and the general game "feel" makes it the best pinball game yet seen - a must-buy for silverball fans.
DICK TRACEY	SEGA	£34.99	83	85	80	90	88	89	A sort of Shinobi-style game with machine guns, Dick Tracy is a challenging and addictive action game which should appeal to fans of the movie and gamesplayers alike.
DJ BOY	SAMMY	IMPORT	78	80	76	84	73	78	DJ Boy is a beat 'em up on wheels, and while it's great fun to play, but suffers from one flaw - it's too darn easy. However, if you're the type that wants to beat the game on all levels, try it out. It's a simple as that!
DOUBLE DRAGON	ACCOLADE	£29.99	65	75	67	50	30	53	Despite being superior to Double Dragon 2 (which was released before it) DD is a very poor game. Most people should be capable of completing this within half an hour of first playing it. It may llok like the coin-op, by it plays nothing like it.
DYNAMITE DUKE	SEGA	£34.99	83	82	74	84	61	73	One of the few Operation Wolf-style games available for the Megadrive, this provides plenty of blasting fun and frolics, but is ultimately let down by the lack of challenge. Once again, only novices really need apply...
EA HOCKEY	ELECTRONIC ARTS	£39.99	90	88	90	92	91	92	A truly superb sports simulation which perfectly captures the atmosphere of the noble (and violent) sport of ice hockey. The gameplay is simply superb and the tough computer opponents and an excellent two-player option provide plenty of lasting appeal. One of the best sports simulations available - miss it at your peril.
ELEMENTAL MASTER	TECHNOSOFT	IMPORT	72	87	86	85	73	78	A technically superb shoot 'em up which combines excellent graphics and superb sound to make it an audio/visual treat. The gameplay is very enjoyable, but the problem is that there are only five levels, and they're not that difficult to beat.
EL VIENTO	RENOVATION	IMPORT	68	60	72	87	84	80	A tough 'n' challenging platform game which doesn't look particularly hot, but is surprisingly addictive and keeps you playing for ages. There's an official version coming soon from Ubi-Soft.
ESWAT	SEGA	£34.99	86	87	82	93	88	92	ESWAT is a super-slick platform shoot 'em up that simply oozes quality. The parallax scrolling backdrops and sprites are excellent, and the sound is great. Combine those with challenging and highly addictive gameplay and you've got a game that's a must for your collection.
F1 CIRCUS	NICHIBUTSU	IMPORT	90	68	69	76	82	80	Despite its poor-looking graphics, F1 Circus is a really good game. It's very fast,there's plenty to do, including pit stops and car customising. Only on import, but well worth checking out.
F22 INTERCEPTOR	ELECTRONIC ARTS	£39.99	94	80	76	89	94	90	This, the only console flight simulation, is absolutely fantastic. The graphics, presentation and playability are all spot on. If you fancy a change from mindless horizontally scrolling shoot 'em ups, check this out.
FANTASIA	SEGA	£39.99	72	93	44	52	47	49	This sequel to Mickey Mouse was keenly anticipated, but turned out to be a massive disappointment. The graphics are excellent, but sadly naff sound and poorly designed, bland and frustrating gameplay result in a game that has very little appeal - even to the biggest Mickey fans.
FASTEST ONE	HUMAN	IMPORT	41	35	25	31	28	29	This split screen one or two-player racing gamecompletely fails to deliver. Crap graphics, sound and playability and utterly tedious action results in the worst Megadrive racing game by far. Steer well clear.

SCORE 00052800 SHIELD

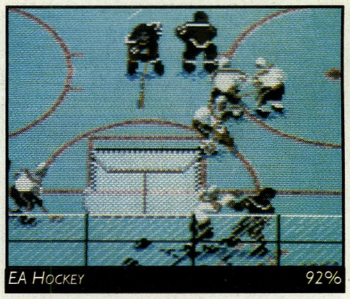
CURSE 70%



DARIUS 2 83%



DESERT STRIKE 93%



EA HOCKEY 92%

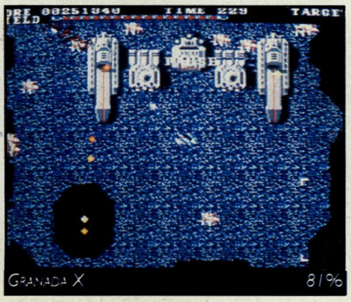
F22 INTERCEPTOR 90%

GAME INDEX

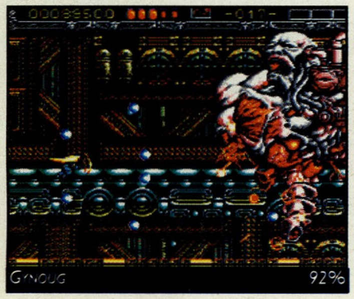
GAME NAME	BY...	PRICE	RATINGS % PRESENTATION	GRAPHICS	SOUND	STP	LTP	M'TECH RATING	GENERAL COMMENTS
FATAL REWIND	ELECTRONIC ARTS	£34.99	72	90	81	84	82	83	Better known as Killing Game Show, this is a very fast and furious platform game where memorising the screen layout is the key to success. Some may find its high difficulty level just too frustrating, but if you're after a challenge, this is where to be.
FIGHTING MASTERS	TRECO	IMPORT	79	88	80	88	78	86	As a one player game Fighting Masters falls flat on its face. The two-player mode is a different kettle of fish. You can pound your opponent with one of twelve intergalactic wrestlers with a variety moves unique to the individual characters. The best on-on-one Megadrive beat 'em up.
FORGOTTEN WORLDS	SEGA	£39.99	82	79	86	79	80	82	Forgotten Worlds is a good looking one- or two-player blast, with plenty of action on offer. Like other Megadrive games, it's easy to finish on the easy level, but offers plenty of challenge on difficult. Check it out if you're into destruction.
GAIRIES	UBI SOFT	£39.99	81	88	75	80	85	84	An excellent-looking game, Gaiares is by far the toughest horizontally scrolling shoot 'em up available on the Megadrive and is highly recommended to blasting fans who are hankering after a challenge.
GAIN GROUND	SEGA	£34.99	65	49	52	50	40	43	A very accurate conversion of an obscure and hopelessly crap arcade game which features the average graphics, rubbish sound and boring gameplay of the original machine.
GHOSTBUSTERS	SEGA	£39.99	84	85	83	84	81	82	Featuring humorous cartoon-style graphics - some of the end-of-level ghosts are truly superb - and some excellent tunes, Ghostbusters is a platform game which will keep you amused for some time. If you ain't afraid of no ghosts, try this one out.
GHOULS 'N' GHOSTS	SEGA	£39.99	88	92	93	93	92	93	Ghouls 'n' Ghosts is a stunning conversion on the classic coin-op, combining stunning graphics and sound with very challenging gameplay. It's a truly superb game, and is a must for your Megadrive software library.
GOLDEN AXE II	SEGA	£34.99	79	80	67	72	67	67	Although Golden Axe is fantastic, Sega couldn't improve on it with its sequel, in fact they produced a game which wasn't a patch on the fast. Golden Axe 2 lacks playability, and a long term challenge. If you haven't already, get hold of the fast game, it's much better than this.
GRANADA X	UBI-SOFT	£39.99	85	70	75	82	83	81	This little known blaster suffers from small graphics and poor sound. That aside it's extremely playable, with varied levels and plenty of action. If it's some mindless shoot 'em up action you're after you won't go wrong here. It's starting to look a little dated now, but is still worth bothering with.
GYNOUG	SEGA	£39.99	89	96	86	89	94	92	Gynoug stands head and shoulders above most Megadrive shoot 'em ups.It's playable, challenging and the graphics are stunning, with some fantastic bosses. A game no self-respecting Megadrive owner should be without.
HARD DRIVIN'	TENGEN	£34.99	845	88	89	76	70	75	Tengen's conversion of Atari's Hard Drivin leaves a lot to be desired. The vector graphics are jerky and it's very easy to complete. Steer well clear of this turkey.
HEAVY NOVA	MICRONET	IMPORT	80	77	74	64	60	59	This is the Mega-CD's first beat 'em up, and a real let down it is to. The game can be played as a single player slap 'em around cum adventure, or as a two-player head to head battle. Either way it's slow and the moves are hard to access.
HELLFIRE	SEGA	£34.99	60	85	81	93	89	93	Featuring novel four-way selectable firepower and power-up weapons, this is a slick and very good looking blaster which oozes playability. There are plenty of surprises , especially on the final level. If you're a shoot 'em up fan looking for a challenge, check this out
HERZOG ZWEI	SEGA	£29.99	76	71	75	76	74	76	A weird title for a weird game. Herzog Zwei is a sort of strategy shoot 'em up in which one or two players attempt to defeat opposing enemy forces by strategically positioning their own armoured divisions. Rather short on action, but an interesting title which would be more suitable for thetacticians, rather than arcade players.
INSECTOR X	HOT B	IMPORT	76	80	78	81	67	74	The game is fun at first - and the slick graphics and decent sound certainly add a little to the excitement - but none of the power-up weapons are particularly exciting, and the action has very little in the way of original features.
ISHIDO	ACCOLADE	£35.99	76	65	76	74	81	80	Ishido is an overly-colourful puzzle game which is played with 76 tiles on a 96 squares big board. The object is stick all the tiles on the board by placing them next to tiles with a matching shape or colour. Fun for a while, but very difficult.
JAMES POND	ELECTRONIC ARTS	£39.99	44	80	66	77	72	78	A cute and entertaining twelve-level aquatic platform game which provides plenty of fun. There are lots of hidden levels, and ardent platform addicts will definitely enjoy the action. It's since been over shadowed by its sequel, Robocod, which has many more levels.
JOE MONTANA SPORTS TALK FOOTBALL	SEGA	£39.99	91	81	96	80	72	80	Joe Montana 2 is a significant departure from its predecessor. The game is now horizontally scrolling with close-up views of the action. Best of all is the digitised speech which provides a running commentary through a game. Not as playable as John Madden's '92, though.
JOHN MADDEN FOOTBALL '92	ELECTRONIC ARTS	£39.99	90	95	93	89	96	95	This is the best American footy game anywhere on any machine. The graphics are excellent and, more importantly, the control system is easy to understand and use. No megadrive owner should be without a copy of this.,
KAGEKI	KANEKO	IMPORT	51	50	69	45	20	30	A complete duffer of a beat 'em up, converted from an old coin-op. The poor graphics would have been bad enough, but your fighter is gifted with only two fighting moves making the action dull beyond belief.

NORMAL
LV
MID
TOP SCORE

GAIRIES 84%



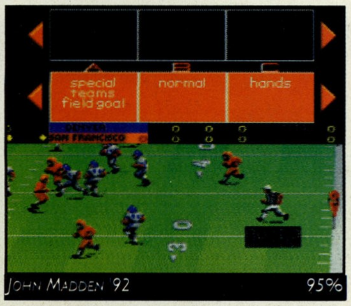
GRANADA X 81%



GYNOUG 92%

EASY
ROUND
STAGE2
TOP

HELLFIRE 93%

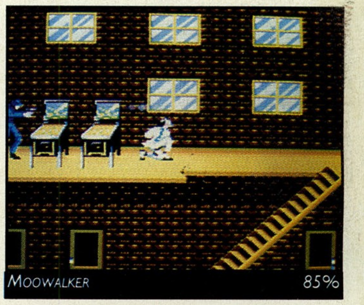


JOHN MADDEN 92 95%

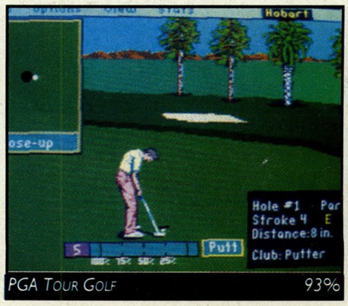
GAME NAME	BY...	PRICE	RATINGS % PRESENTATION	GRAPHICS	SOUND	STP	LTP	M'TECH RATING	GENERAL COMMENTS
KID CHAMELEON	SEGA	£34.99	60	65	78	77	60	64	Kid C is a platform game with a novel twist, the hero can change his form by collecting hats. This power lets him masquerade as a samurai, a tank, a psycho and a host of other characters. What lets it down is the lack of challenge which persists throughout the game, bar one level.
KLAX	TENGEN	£34.99	90	74	85	84	82	85	Beware! The Japanese import version of this isn't particularly good due to a vague and imprecise control method. American and official versions have that problem cured and are much better. Fans of the original coin-op and puzzle game players in general are recommended to try it out.
LAST BATTLE	SEGA	£29.99	53	76	71	35	26	32	Amongst one of the first Megadrive games to appear, this is a failure on two counts: it neither shows off any of the Megadrive's capabilities nor is an enjoyable game in its own right. Do yourself a favour, and plug this into anything but your Sega.
M1 ABRAMS TANK	SEGA	£39.99	85	80	82	83	79	81	A thoroughly enjoyable simulation which features eight missions to test the skills of a budding tank commander.
MARBLE MADNESS	ELECTRONIC ARTS	£29.99	73	80	78	86	55	73	An extremely accurate conversion on the ancient Atari coin-op. It has all the original's features, including a mere six levels. If you're a fan of the coin-op you'll liked this, otherwise there isn't enough here to warrant buying.
MARVEL LAND	NAMCOT	IMPORT	76	81	80	85	79	81	A huge, sprawling platform game with loads of levels. Although original features are few and far between, it's a playable, fun game which should appeal to fans of the genre.
MERCS	SEGA	£39.99	89	85	84	91	80	90	This as good a conversion of the coin-op as fans could hope for. You also get two versions of the game on the one cartridge - an action game and original mode, where you recruit other Mercs to help your cause. An essential for shoot 'em up fans.
MICKEY MOUSE IN THE CASTLE OF ILLUSION	SEGA	£39.99	88	95	85	94	76	93	One of the best Megadrive platform games around, combining superlative graphics and excellent gameplay to provide an addictive and thoroughly enjoyable challenge.
MIDNIGHT RESISTANCE	SEGA	£39.99	80	85	90	88	78	85	A very faithful coin-op conversion which packs all the looks, sounds and levels of the original machine. On the lowest setting the challenge is lacking, but stick it on hard and you should have a great time!
MIGHT AND MAGIC 2	ELECTRONIC ARTS	£39.99	85	77	50	80	85	81	An extremely good menu/text-driven RPG which should keep purists scratching their craniums for months.
MIKE DITKA'S POWER FOOTBALL	ACCOLADE	£39.99	69	74	88	76	69	72	A cross between Joe Montana Football and John Madden's Football, but not as good as either. Check this out only if you're desperate for something different.
MOONWALKER	SEGA	£34.99	84	91	93	88	79	85	With its excellent graphics, thumping soundtrack (including such hits as Beat It, Billie Jean and Bad) and sampled speech this is a very addictive platform game which will have you tapping your feet while you play. Forget the fact that this has the cred-damaging Michael Jackson face on the cover, and just enjoy the action.
MUSHA	N/a	IMPORT	65	78	68	73	65	71	Uneven graphics and the easy difficulty level make this a rather dull up-the-screen shoot 'em up which we can only recommend to novices.
MYSTIC DEFENDER	SEGA	£39.99	81	78	71	67	55	63	Originally imported as Kujaku II, this Ghouls 'n' Ghosts clone lacks the oomph to keep you coming back for more.
NEW ZEALAND STORY	SEGA	£34.99	85	84	83	91	85	89	New Zealand Story might look as cute as a litter of kittens, but it's tough and challenging, with different screens from the arcade version to make life difficult even for coin-op experts. Highly recommended.
OUTRUN	SEGA	£39.99	87	80	80	71	43	58	This conversion of the classic coin-op simply doesn't do it justice. The graphics and sound are okay, but it's the gameplay where it falls flat - it's so easy even a complete dumbo can complete it within a couple of goes.
PACMANIA	TENGEN	£34.99	82	82	73	80	60	70	This is a Perfect conversion of the coin-op, unfortunately it's very boring, and you have to be an appaling games-player not to be able to go all the way round on your first go. Not an essential purchase by any means.
PGA TOUR GOLF	ELECTRONIC ARTS	£39.99	90	85	87	94	94	93	Simply the best golf game available on any system. Superb gameplay, a tough challenge, multi-player options, battery-backed RAM and loads of courses make this a sports simulation not to miss.
PHANTASY STAR III	SEGA	£49.99	89	84	77	85	92	89	Another enormous role-playing game, but this one has far more depth and variety than its predecessor. It's by far the best RPG on the Megadrive, but the real bummer is that it costs a massive £50.00! Eeek!
PITFIGHTER	TENGEN	£39.99	90	78	70	76	80	80	The main boast behind this conversion is that all the characters are actually digitised from real people. That said, they're very badly defined and the animation is a tad rough. Still, a fun beat 'em up, especially in two-player mode.

KID CHAMELEON 64%

MERCS 90%


MOOWALKER 85%

OUTRUN 58%


PGA TOUR GOLF 93%

GAME INDEX

Power
Tenner
Donald
Points
02
x17
00024000

QUACKSHOT 82%

PLAYER A
BIKE
GRUBB

ROAD RASH 92%

STEEL EMPIRE 85%

ARILOU SKIFF
(Last known position)
Inertialess drive
Ventral, auto-aiming laser weapon
Headlights

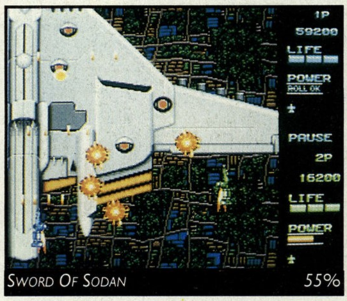
STAR CONTROL 90%

PRELIMINARY RACE
0' 30"76
169

SUPER MONACO GP 94%

GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	M'TECH RATING	
POPULOUS	ELECTRONIC ARTS	£39.99	90	82	73	92	91	91	Ever wanted to play God? Of course you have. And now here's your opportunity, courtesy of this stunning Electronic Arts. With super graphics and 500 different levels, Populous is both highly original and amazingly addictive. With a constant challenge on offer, Populous is a game which you will return to time and time again.
QUACKSHOT	SEGA	£39.99	80	92	89	83	80	82	Donald Duck is the star of Sega's third Disney game, and a good effort it is too. Donald has to set off in search of the lost treasure of King Garuzia, aided by a host of Disney stars. The graphics are excellent, but the infinite continues make the game easy to complete.
RAINBOW ISLANDS	TAITO	IMPORT	83	80	76	87	85	86	Save the vertical scrolling platform levels of the Rainbow Islands in this conversion of the Taito coin-op. Virtually arcade perfect (both arcade versions, normal and super have been included) with only flickery sprites letting the side down, Rainbow Islands is a rewarding, playable platform game.
RAMBO III	SEGA	£39.99	78	87	93	89	82	87	In typical Rambo style, the object of this multidirectionally scrolling shoot 'em up is to infiltrate five different enemy zones and destroy everything and anything silly enough to step in your way. It's not a difficult game to finish, but it's great fun, and keeps you coming back for more even when you've defeated the enemy!
REVENGE OF SHINOBI	SEGA	£34.99	85	92	93	95	91	94	This is a slick, superb looking, great sounding and incredibly playable platform game in which you guide hero Shinobi on a solo infiltration deep into enemy territory. The game is huge, spread over 20 different and very long sub-levels. If you're a platform game fan, this is an essential purchase.
RINGS OF POWER	ELECTRONIC ARTS	£49.99	71	50	57	68	46	49	In the same month as EA released the excellent Buck Rogers, they also unleashed this on the Megadrive. At first glance ROP seems to be a decent RPG, but lousy controls and ultra-tough combat contributes to making the game dull and virtually unplayable.
ROAD RASH	ELECTRONIC ARTS	£39.99	89	92	92	94	88	92	Take your high-powered bike into the Road Rash tournaments, a series of races where the objective is to travel the Super Hang-On-style roadways indulging in violent acts with other "Rashers". Lots of races, lots of bikes to ride, and plenty of thrills 'n' spills make Road Rash the best racer on the Megadrive!
ROLLING THUNDER II	NAMCOT	IMPORT	91	89	88	86	92	90	A truly excellent conversion of the arcade smash-hit. There's loads of levels, the graphics are tops and the sound effects are ace. This version is SCART only, and must by if you own the appropriate machine.
SOL FEACE	WOLF-TEAM	IMPORT	85	75	76	84	74	80	Sol-Feace, apart from being Wolf-Team's first Mega-CD game, is also a very decent shoot 'em up. Although it doesn't put the hardware to much use, the game itself is very playable. Worth checking out.
SONIC THE HEDGEHOG	SEGA	£39.99	85	93	81	93	93	83	Sega's hyped-beyond-belief character stars in a game heavily inspired by Nintendo's Mario platform game series. It's very addictive with brilliant graphics and speed. However, the gameplay is frustrating at times and experienced gamers should have this one licked within days.
SPACE HARRIER II	SEGA	£39.99	73	82	80	79	71	76	Take off and battle aliens who've invaded 12 zones of the beautiful Fantasy Zone in this 3D shoot 'em up. However, the gameplay gets pretty dull after a while due to the lack of variety. If you're a fan of Space Harrier, this will obviously have great appeal, but for everyone else, the novelty will wear off very quickly.
SPIDERMAN	SEGA	£39.99	88	84	86	92	90	91	Marvel's web-slinging hero hits the Megadrive in style, with excellent comic-like backdrops and sprites with great gameplay. With plenty to see and do, Spider-Man should appeal to anyone after an excellent, challenging platform game.
STEEL EMPIRE	HOT-B	IMPORT	89	93	83	89	70	85	This is an excellent shoot 'em up spoilt by one thing - it's too easy. The graphics are stunning, and beat those of most Megadrive games hands-down. Despite its one drawback, this is an exceptional game. Well worth checking out if you're feeling free with your cash.
STAR CONTROL	ACCOLADE	£39.99	86	68	90	93	90	90	Two space empires battle it out for supremacy in this awesome rendition of the arcade classic, Space Wars (albeit with extra strategy bits thrown in). A bit dull in one-player mode, but the highly entertaining two-player version more than makes up for it.
STREETS OF RAGE	SEGA	£34.99	90	90	94	94	89	92	Yes! The Megadrive needed a fabulous beat 'em up, and Streets of Rage more than delivers. With excellent sprites, backdrops and brilliant music, Streets of Rage is initially very appealing. Add in great gameplay and simultaneous two-player action and you've got an essential buy.
STRIDER	SEGA	£34.99	84	94	88	94	87	91	This conversion's graphics and sound are nigh on arcade-perfect, and it also packs a considerable challenge. Packing a considerable challenge, Strider is a truly superlative coin-op conversion which will appeal to any arcade fan - and its multiple difficulty levels means that it won't become boring very quickly.
SUPER HANG-ON	SEGA	£39.99	90	89	90	93	84	89	Converted from the Sega coin-op, this is an excellent copy and has all the features of the original machine plus an extra challenge game thrown in for good measure! The graphics and sound are both excellent, and with playability to match, this is a race game that no Megadrive owner should be without.
SUPER MONACO GP	SEGA	£34.99	90	90	78	96	91	94	This incredible race game is a superb conversion of the brilliant coin-op It's a thrilling race game, with fast and effective 3D and great gameplay. It's incredibly addictive and has loads of lasting appeal, with a password system to let you have an ongoing Grand Prix campaign. If you're a speed nut, make sure you get this.
SUPER REAL BASKETBALL	SEGA	£39.99	80	79	77	81	80	81	The computer isn't difficult to beat once you've got used to the comprehensive control method there's a very good two-player mode. With excellent graphics - the animation on the players is particularly good - and plenty of different gameplay options.
SUPER THUNDERBLADE	SEGA	£34.99	60	78	67	72	55	69	This was one of the first ever Megadrive games, and a two years ago it looked pretty good. However, compared with other offerings, the jerky 3D and sluggish control methods makes this game look rough around the edges. Fans of the original machine will get plenty of kicks, but anyone else will find it all rather uninspiring.

GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	M'TECH RATING	
SUPER VOLLLEYBALL	VIDEO SYSTEMS CO.	IMPORT	77	80	55	69	50	61	Although it looks good, the rather fiddly and irritating control method means that only the most ardent of volleyball fans will be willing to persevere with this.
SWORD OF SODAN	ELECTRONIC ARTS	£34.99	69	70	60	61	51	55	Although Sword of Sodan's big sprites look impressive, the poor animation and pedestrian playability results in a game that will only appeal to people who like their action sl-o-o-w.
SWORD OF VERMILLION	SEGA	£49.99	85	79	94	85	90	87	Put simply, this is probably the best RPG on the Megadrive. A gripping plot combined with user-friendly controls and great presentation make for an RPG that even a die-hard laser brain should thoroughly enjoy.
TASK FORCE HARRIER	TRECO	IMPORT	74	65	60	56	49	51	A grotesque drive-and-shoot game which, mystifyingly, won awards in the USA. After driving to crime scenes in a very ropey 3D road bit, you enter bland warehouses packed with criminals who have to be blasted into quivering red heaps. Boring to play and ugly too.
THUNDERFORCE 2	SEGA	£34.99	80	82	88	83	76	81	Overshadowed by its successor, but nevertheless a robust shoot 'em up with plenty of thrills 'n' spills, this blaster has action set over nine different horizontally and overhead scrolling levels packed to the gills with enemy ships and huge (and we mean huge) end-of-level guardians. Recommended to blasting fans.
THUNDERFORCE 3	SEGA	£39.99	82	88	86	91	86	89	The Thunderforce fighter is back in a six-level graphical tour de force. The graphics are truly marvellous, with parallax-scrolling backdrops and some great sprites. The sound isn't bad, either. Put those together with the great gameplay and you've got a superb shoot 'em up which is highly recommended.
TOE JAM AND EARLS	SEGA	£39.99	87	90	96	94	79	87	A completely bizarre one or simultaneous two-player arcade adventure that's absolutely jam-packed with humorous touches - both visual and aural. The game is very laid back, and the emphasis is on exploration rather than rushing about. Thoroughly enjoyable, thoroughly weird and thoroughly worth checking out.
TONGUE OF THE FATMAN	ELECTRONIC ARTS	£39.99	85	87	75	86	62	71	This one or two-player arcade-style one-on-one beat 'em up throws the player into the futuristic arena where combatants have to fight one another in a gladitorial style contest.The gameplay, which to be blunt, is far too easy. Check it out by all means - if just to see the excellent graphics - but play before you buy.
TRUXTON	TOAPLAN	IMPORT	76	81	79	83	78	82	Although original features are distinctly lacking in this vertically scrolling arcade conversion (which incidentally is also known as Tatsujin), it's a good, solid blast which offers plenty of action, speed and excitement.
TURRICAN	ACCOLADE	£39.99	65	71	72	77	72	73	A fairly enjoyable platform/shooting game which has one flaw - it starts out fairly tricky, but gets easier the further you go!
TWO CRUDE DUDES	DATA EAST	IMPORT	91	94	76	91	85	87	This is a conversion of the coin-op Crude Busters, and it stays faithful to the original. The graphics are fab and there are many neat touches. It's two easy to complete though, so this will appeal to fans more than anyone else.
VAPOR TRAIL	RENOVATION	IMPORT	84	80	90	81	59	70	Another vertically scrolling shoot 'em up? You bet! Vapor Trail is another average effort with decent graphics, exceptional sound but rather lacking in the challenge department. One for die-hard blasting fans to have a look at.
VERYTEX	ASMIK	IMPORT	72	78	88	77	69	73	Would you believe it? ANOTHER vertically scrolling blaster! For Verytex, read Very Average. Unexceptional graphics coupled with dull gameplay make Verytex very boring very quickly.
WANI WANI WORLD	KANEKO	IMPORT	65	77	80	87	70	80	With its colourful graphics and two-player mode, Wani Wani World is instantly playable. It's based around the age-old coin-op Space Panic, with the object being to smash holes in platforms, lure creatures into them and then push them through. A lack of lasting appeal is Wani's only drawback.
WARDNER	VISCO	IMPORT	81	71	80	81	71	75	Wardner was a minor coin-op hit, and this Megadrive conversion is pretty creditable. It's standard platform fare - dodge the traps and blast the meanies and massive zbosses. Wardner is pretty playable, but infinite continues make it pretty simple to complete.
WARSONG	TRECO	IMPORT	84	64	75	77	88	85	Being a swords and sorcery wargame, Warsong can be counted unique on the Megadrive. The object is to command your armies through 20 scenarios as you attempt to free your kingdom. Providing you don't mind placing thought over reflexes you'll enjoy this.
WHIP RUSH	SEGA	£34.99	54	48	36	55	70	71	Originality certainly wasn't high on the priority sheet when this very average scrolling shoot 'em up was thought up. To be honest, it's one of the crappiest blasters available - try something like Truxton or Thunderforce III rather than wasting your cash on this.
XDR	UNIPACC	IMPORT	85	59	45	49	41	47	This horizontally scrolling shoot 'em up looks more like a Master System game than a Megadrive game! It takes but a few goes to become bored, and that's not what Megadrive games are about. We want excitement! Thrills! Spills! And some decent gameplay. Give it a miss and buy something far more exciting instead.
ZANY GOLF	ELECTRONIC ARTS	£39.99	85	85	85	85	85	85	This is an offbeat "sports" simulation based around that most famous of British seaside resort pastimes, crazy golf. Featuring courses as bizarre as they're tricky, this is a surprisingly addictive little number that just keeps you coming back for more. If you're after something different, check this out!
ZOOM	SEGA	£29.99	60	61	72	51	43	45	Reminiscent in many respects of that decade-old arcade classic, Amidar, this painting game requires you to make your way around a grid and fill in each square by painting around the edges. It's quite good fun, and is addictive to boot. However, there isn't much variety, and after a couple of sessions it all starts to get a little bit boring.



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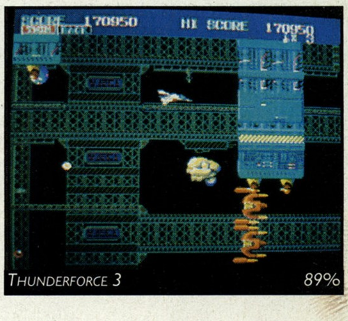

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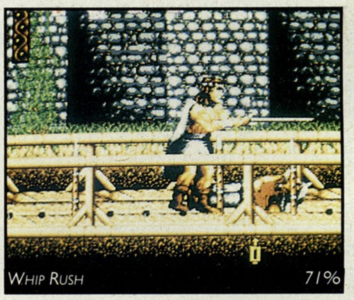

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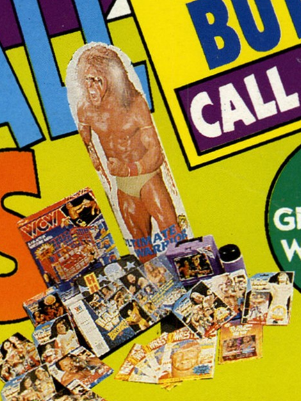

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